

PRIMA® OFFICIAL GAME GUIDE

# CAESAR™ IV



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ESRB



SIERRA™



# CAESAR IV

**PRIMA Official Game Guide**

**Joe Grant Bell**

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# CAESAR™ IV



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Through the course of an eleven-year career in the gaming industry, **Joe Grant Bell** has written over 50 strategy guides, including Prima's official guides for *Tourist Trophy*, *Condemned: Criminal Origins*, and *Mortal Kombat: Shaolin Monks*. He lives in Madison, WI, where he is sometimes assisted in his work by his wife, Susan. When not writing about games he is often playing them, and when not playing them he is often asleep.



We want to hear from you! E-mail comments and feedback to [jgbell@primagames.com](mailto:jgbell@primagames.com).

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Calvin Wong    Jared Yeager    Jessica Eckstein    Joe Selinske

# INTRODUCTION

*Caesar IV* is a deceptively complex game. One minute you're planning a nice little Mediterranean community; the next, Rome is demanding goods, your citizens are deserting, and barbarians are scaling the walls. At times like these, you could use some help—and that's just what this book provides.

Whether you just want a few tips or a complete walkthrough, you'll find it here. The first several chapters cover important game concepts, provide complete data on every building, and guide you through strategies that you'll use time and again throughout the game.

Later chapters provide detailed information on every mission, giving you winning plans tested at the hardest difficulty level.

Knowledge is power in *Caesar IV*, and all the knowledge you need is contained within these pages. So kick back in your favorite throne, adjust that crown of laurels, and have your servants fan you with palm fronds. Just don't let them distract you while they feed you those grapes. It's time to get serious about claiming the title of Caesar!

Now, about those barbarians....

# GAME CONCEPTS

The typical Caesar IV mission hands you a chunk of land, a starting budget, and a set of goals. Your task is to transform that land into a functional, profitable city. Along the way you'll face various challenges: rampaging barbarians, economic strife, and even demands from Caesar himself! There's a lot here to juggle.

If you manage to ward off the threats and meet all of your goals, you'll emerge victorious. It's a tall order—one that requires skill and knowledge. This chapter fills you in on the basic concepts essential to getting your empire in gear. Consider this required reading!



## Ratings & Victory Conditions

Each *Caesar IV* mission challenges you with a set of five victory conditions, numerically rated, in five key areas: Culture, Favor, Prosperity, Population, and Security. Four of the five conditions are calculated by the game, based on behind-the-scenes factors (which we'll discuss in a



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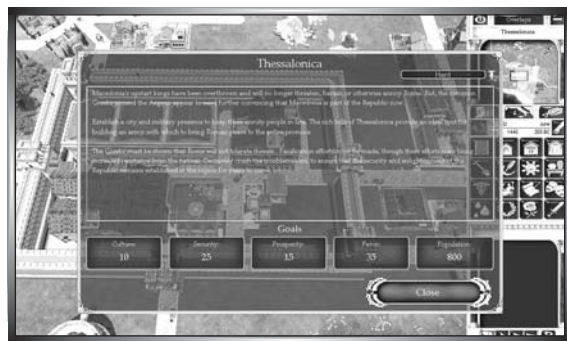
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moment), while the Population target simply demands that your city population meet or exceed the target value. You must simultaneously meet or exceed all four calculated ratings (Culture, Favor, Prosperity, Security) and the Population target in order to win.



Though the same five victory conditions apply to every mission, their actual values change. Most missions require high ratings in one or two specific areas; you must focus on these areas to win. For example, one mission may have easy-to-achieve targets for Favor, Culture, and Prosperity, but high targets for Population and Culture.

In that mission you must focus on maintaining a high population and providing that population with lots of entertainment, education, and religion.

Another mission may have average requirements for Culture, Prosperity, and Population but high demands for Security and Favor. You'll spend much of your time in this mission defending your city, meanwhile currying favor with Caesar.

This may sound complicated, but fear not! If you build a healthy, profitable, and well-defended city, you're well on your way to victory. Therefore, your first task is simply to make the city *work*. Once you've settled in, got everything humming along smoothly, and have a good income flowing, you can start to tackle the specific demands of your mission.

Here's a list of victory requirements and a brief discussion of what they mean.

**Culture:** Encompasses religion, entertainment, education, justice, and health care—essentially, all the things that make citizens' lives richer. Make sure that as much of your population as possible has access to these services. The more citizens with access, the greater your culture rating.

**Favor:** Maintain a Favor rating equal or above this number. This means complying with most of Rome's requests and demands for cash, goods, or soldiers.

**Population:** Maintain a population equal to or greater than the target number. In many missions this isn't a big deal, since you need a certain amount of workers and patricians just to make the city work. It's only noteworthy when the number is fairly high (say, more than 1,500).

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**Prosperity:** Measured largely by the quality of patricians' villas. If you need high Prosperity, build lots of villas, then constantly check them to see what they need in order to grow.

**Security:** To increase your Security rating, create ample crime-fighting infrastructures in the city (think Prefects). To really crank your Security rating, you may need to add walls.

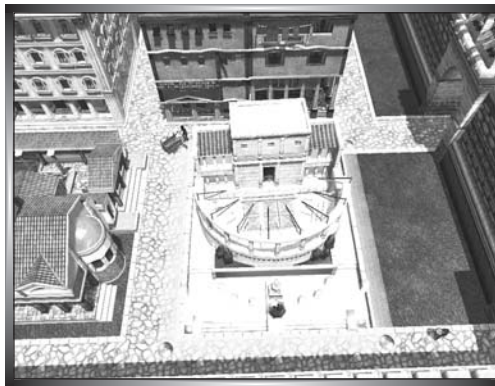
Again, you can usually ignore your requirements in the game's early stages. Just focus on making an efficient, profitable city. Once you're in control, tweak your strategy to accomplish those requirements.

Over the next few chapters (particularly in the "Advanced Strategies" chapter), we'll provide tricks and tips for meeting victory conditions. For now, here's a little more info on the forces affecting each rating and some basic advice on how to improve those ratings.

## Culture

For a high Culture rating, provide as many citizens as possible with access to entertainment, religion, education, justice, and health care. If your city has villas, you've probably already provided your citizens with most or all of this stuff. They require *all* of it to grow to their maximum level. However, you probably have *not* provided this stuff for equites and plebs. Sure, you most likely gave them some health care, just to ward off disease, but they perhaps have incomplete access to entertainment, religion, justice, and education.

In a mission with a high Culture requirement, provide as many services as possible for *everyone*.



GOOD ENTERTAINMENT COVERAGE ALSO HELPS LURE PLEBS AND EQUITES BACK INTO THE CITY, IF YOU SUFFERED DESERTIONS DUE TO UNHAPPINESS.



# CAESAR™ IV

## Favor

Favor is a numerical rating of Caesar's approval. If the number is low, Caesar thinks you're a bum. If it's high, he likes you. If it drops to less than zero, you're history. (Sorry.)

The key to improving your Favor rating is doing what Caesar wants. And when Caesar wants something, he asks for it in one of two ways: an order or a request.

When Caesar *orders* something, you have a set period of time to comply. If you fail to send him what he wants, you lose Favor. (No Favor is actually gained for compliance; you simply avoid the penalty.)

While you can *lose* Favor when Caesar gives you an order, you have the opportunity to *gain* it when he gives you a request. Comply with a request any time before it expires to snag a Favor bonus. (Failure to comply with a request does not cost you any Favor; you simply miss the bonus.)

The best policy is to always comply with every order and request. However, you must comply with just enough of them to stay afloat until your city is well stocked with everything; then you can start complying more consistently and boost your Favor rating.

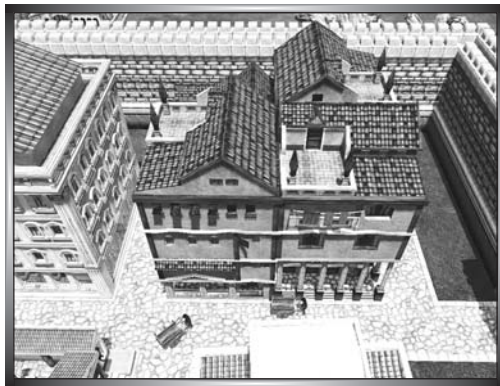
There are other ways of tweaking favor; these are related to your personal governor's salary. We explain that concept near the end of this chapter, in the "Governor Rank and Salary" section.



## Population

Population is the simplest rating to understand. Meet or surpass the Population target to succeed in this area.

One thing to consider: excess population can be troublesome if they don't have jobs or access to an acceptable range of goods and services. In other words, just slapping down some extra insulae isn't always the best idea.



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HERE'S ONE SNEAKY WAY TO MEET A HIGH POPULATION TARGET. FIRST, BUILD A MODERATE-SIZED CITY AND MAKE SURE YOU'VE MET ALL YOUR OTHER GOALS. ONLY THEN, WHEN POPULATION IS THE ONLY THING PREVENTING YOUR VICTORY, SHOULD YOU ADD A BUNCH OF INSULAE TO YOUR CITY. THE INSULAE PROVIDE AN IMMEDIATE INFLUX OF CITIZENS, AND YOU QUICKLY REACH YOUR POPULATION TARGET. SINCE YOU'VE ALREADY MET YOUR OTHER GOALS, YOU WIN. THERE'S NO NEED TO WORRY ABOUT ALL THOSE UNDERPRIVILEGED, UNEMPLOYED NEWCOMERS. THIS IS MUCH EASIER THAN TRYING TO BUILD YOUR POPULATION TOO HIGH EARLY IN THE GAME.

## Prosperity

Prosperity is a general rating of your city's affluence. It's largely determined by the quantity and quality of your city's villas, though every housing type does count in this calculation.

To maximize your prosperity, first build a working, profitable city; it does not need to have villas, at least at first. Concentrate on providing services to your houses, growing them as large as possible. Sometimes having all of your insulae and domi at maximum size is enough to hit your Prosperity target.

If it isn't, start to add villas and grow them as big as possible. Since both the quality and quantity of villas matter, you'll usually hit your target shortly after growing your new villas to a high level of evolution.

One thing to beware: falling into debt reduces your Prosperity rating to zero! Get out of debt and it will slowly return to normal.

A mission with exceptionally high prosperity requirements will require lots of high-level villas.





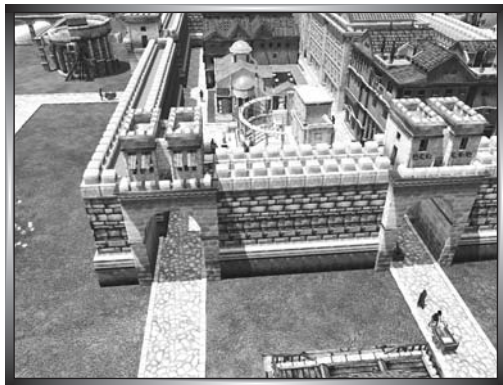
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## Security

Security covers two distinct areas: crime and barbarian attacks. Citizens want to feel safe both from internal and external threats.

In some missions, you can ignore the barbarians; just fight crime successfully to hit your Security target. To do this, make sure every major city area has its own prefect. Also, if there is a lot of unemployment and unhappiness, provide more jobs and services. Consider adding schools and libraries; jobs and education attack the root of crime and make the city a safer place.

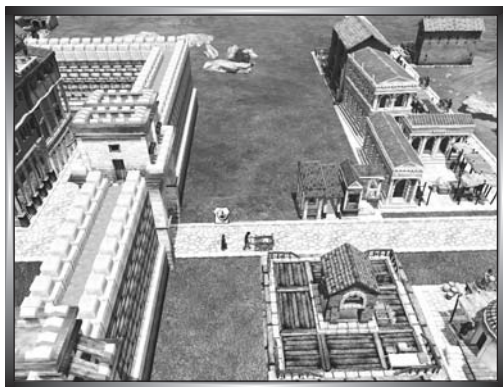
If those things aren't enough, it's time to start adding walls to the city. Wall in residential neighborhoods first, then start enclosing other areas if the walled residences aren't enough. A combination of low crime and walls are the ticket to high Security.



## Citizens

Your city is nothing without its citizens. You'll spend much of the game providing for their needs.

Maintaining the right number of citizens is an important balancing act. Accumulate too many, and unemployment causes unhappiness; attract too few, and important jobs go undone.



## Citizen Types

There are three citizen types: plebs, equites, and patricians. Attract citizens by building the appropriate types of housing: insulae for plebs, domi for equites, and villas for patricians.

Each citizen type fulfills a unique role.

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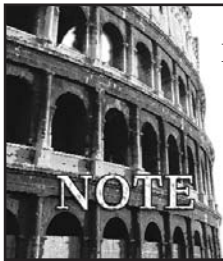
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## Plebs

Plebs are grunt laborers who live in insulae. Plebs fill the vast majority of jobs, so you need more of them than any other citizen type.

Plebs' needs are relatively minimal, so you don't need to provide them many services. Only when a mission specifically requires a great deal of Culture should you provide them with entertainment and education.



PLEBS WORK AT SHOPS, FACTORIES, AND FARMS. THEY ALSO HANDLE THE STORAGE OF GOODS (IN GRANARIES AND WAREHOUSES) AND MAN TRADING POSTS. PLEBS MAN TWO OUT OF THE THREE MILITARY SUPPORT BUILDINGS: THE MESS HALL AND THE RECRUITMENT POST.

## Equites

Equites are the middle class and live in domi. They are necessary for jobs that require skill or education.

The number of equites your city needs varies by scenario. If you plan to have a bare-bones city with lots of industry but not many patricians, you need only a few domi. On the other hand, a city with lots of patricians' villas needs lots of equites to fill the temples, libraries, theaters, and arenas that you'll build to keep the patricians happy.



Even in a full-featured city, however, you'll need fewer equites than plebs.



## NOTE

EQUITES ARE CHIEFLY SERVICE PROVIDERS. THEY USUALLY MAN ANY STRUCTURE THAT PROVIDES HEALTH CARE, RELIGION, OR ENTERTAINMENT. EQUITES ARE ALSO ENTRUSTED WITH THE DELICATE WORK OF COLLECTING TAXES, AND—VERY IMPORTANTLY—ALL JOBS ASSOCIATED WITH THE WATER SUPPLY.

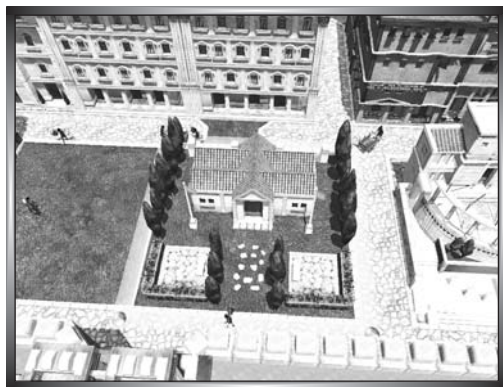
## Patricians

Patricians are the city's upper crust, and they live in villas. Patricians do not work at all; therefore, you can build a perfectly good city *without any patricians*. That's right—since no buildings require patricians, you often need only plebs and equites.

So if you don't need patricians, why build villas at all? The simple answer is taxes.

Patricians are the only citizens who pay taxes, so a happy and well-maintained borough of patricians can provide a great deal of revenue for your city.

Patricians' villas won't grow unless they have a steady stream of luxury and exotic goods, in addition to the basics. They also require entertainment. All this stuff is expensive—particularly the exotic goods, which you can never grow or manufacture yourself. In many scenarios, it's a good idea to hold off on building patrician villas, at least until your economy is solid. Otherwise the start-up costs of building all those support structures and importing all those goods will bury you—and defeat the purpose of having patricians in the first place.



SOME SCENARIOS REQUIRE A HIGH PROSPERITY RATING. SINCE PATRICIANS' VILLAS ARE THE MAIN DETERMINANT OF PROSPERITY, YOU MAY *NEED* TO BUILD THEM. EVEN IN THIS CASE, HOWEVER, YOU DON'T HAVE TO BUILD THE VILLAS IMMEDIATELY. IT'S OKAY TO WAIT UNTIL YOU HAVE LOTS OF CASH AND GOODS STOCKPILED.



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## Citizens' Needs

The following table details what goods and services each citizen type demands. If these demands are not met, that citizen type's housing will not grow to maximum size.

### Citizens' Needs

Citizen Type	Fountain Water	Basic Goods	Luxury Goods	Exotic Goods	Health Care	Justice	Religion	Education	Entertainment	City Walls
Plebs	Yes	Yes	No	No	Yes	+Security	+Culture	+Culture	+Culture	No
Equites	Yes	Yes	Yes	No	Yes	+Security	+Culture	+Culture	+Culture	Yes
Patricians	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

"Yes" means that citizens' homes will not grow to their largest size unless this need is met. The citizens won't necessarily be angry if they lack these things, but their housing won't grow.

Happiness is a distinct matter from housing evolution. If citizens have all the necessary stuff listed in the table above, their houses will grow—but if they're unemployed, lack food, or don't have a variety of goods, they may become unhappy enough to become criminals, riot, or simply leave the city.



HAPPINESS INCREASES WHEN A HOUSEHOLD HAS MORE THAN ONE TYPE OF A PARTICULAR PRODUCT. FOR EXAMPLE, AN EQUITE HOUSEHOLD IS REASONABLY SATISFIED WITH JUST ONE BASIC GOOD (SUCH AS CLOTHING), BUT IT WILL BE MORE CONTENT IF IT HAS OTHER COMMODITIES (SUCH AS OLIVE OIL).

" +Culture" or " +Security" means citizens' homes *can* grow to their maximum size without these services, but the city's overall Culture or Security rating will suffer if these citizens don't have access. Therefore, provide these things in scenarios that demand high Culture or Security.

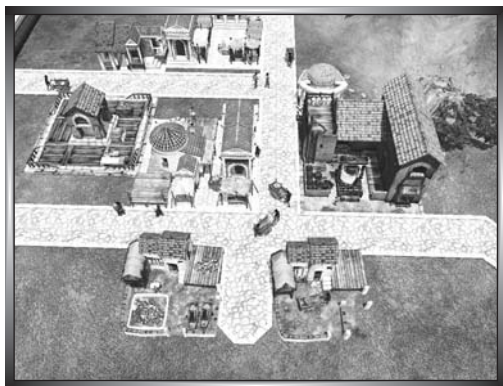


CITIZENS GET A HAPPINESS BOOST FROM NONESSENTIAL SERVICES—PARTICULARLY ENTERTAINMENT.

Finally, notice that city walls are the only nongood, nonservice item listed here. Domi and villas cannot reach their maximum size unless they are surrounded by walls. (The rest of the city does not need to be surrounded, however, for these structures to receive the walls' benefit.)

## Building Placement

A great deal of strategy lies in selecting the right buildings and placing them in the correct spots. This isn't as easy as it sounds, since there are several things to consider. Here are the basics.

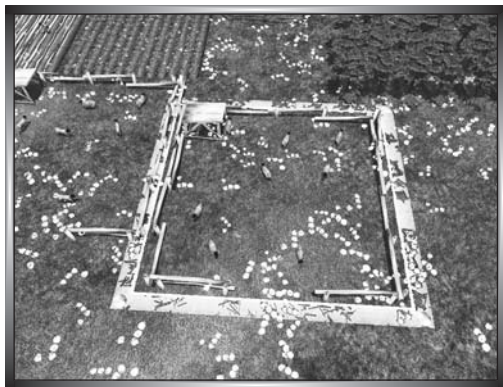


## Road Requirements

Most buildings demand road access, though a few do not. Some buildings even require a particular sort of road structure in order to be successful.

## Free-Standing Structures (Require No Roads)

Only a few buildings can exist without road access. Fields are one such type. This includes wheat fields, vegetable fields, cattle and sheep pastures, vineyards, and olive groves. Fields may be placed anywhere on the dark green parts of the map that have been designated as fertile. They are unaffected by roads and receive no benefit from them.



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Resource collection camps (such as marble quarry camps and timber cutting camps) do need to be attached to roads, but do *not* need road connections to the resources they harvest. So for example, while the marble quarry camp needs a road connecting it to the rest of the city, a road doesn't need to connect the quarry camp with the actual marble quarry.

Pump houses and reservoirs don't need road access, either.

Forts are the other major freestanding structures. Forts can be placed anywhere and require zero road access.

However, even these structures need roads *indirectly*. Fields work best if farms are located nearby so the field workers can easily travel back and forth. And those farms need road access. Similarly, place forts near mess halls and recruitment posts—both of which, again, need road access.

## Structures That Produce, Consume, and Store (Require Roads)

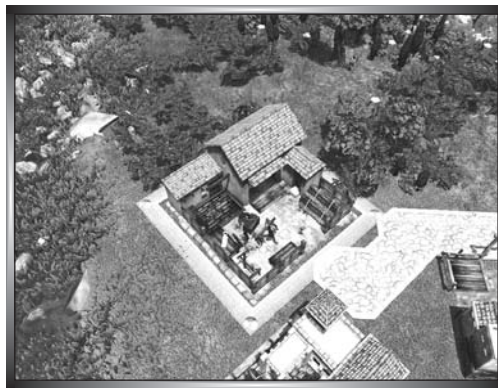
Most buildings either produce, consume, or store a *physical* commodity. Some do both. For example, a clay-digging camp produces clay. It never consumes anything, however.




Houses (domi, insulae, villas) consume goods, but do not produce any goods.

A pottery factory consumes clay, then produces pottery that is shipped elsewhere.

A warehouse stores goods of all kinds, save for food.

Every building that trades in physical goods generates one or more workers. It is the worker's job to get out on the road and collect or distribute these goods. For example, consider the lifespan of a bunch of grapes:



-  Grapes are harvested at a grape farm.
-  Workers from a nearby warehouse visit the farm to pick up the grapes.
-  Workers from a wine factory visit the warehouse. These workers take the grapes to their factory.



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- The factory produces wine. Now a worker from the warehouse comes to retrieve the wine.
- A worker from a luxury market shows up at the warehouse to take the wine to the market.
- A worker from a domus or villa goes to the market to buy the wine.

There are many possible variations to this scenario. For example, if there is no warehouse with free space, a worker from the wine factory may go *directly* to the grape farm, bypassing the warehouse stage completely. And once the wine is produced, it may eventually go to a trade depot instead of a luxury market.



WORKERS FROM FACTORIES AND PRODUCTION BUILDINGS ARE IDENTIFIABLE BY THEIR PUSHCARTS. CLICK ON ANY WORKER AT ANY TIME TO SEE WHAT HE IS UP TO AND WHAT GOODS HE IS CARRYING.

Workers' range is practically unlimited; they can trek all the way across the city if necessary. But whenever possible, minimize the distances that workers must travel by putting related buildings close together. For example, cluster a clay-digging camp, pottery factory, and warehouse extremely close together. If these buildings are spread too far apart, their workers spend more time collecting stuff than making pottery.

The same goes for markets and houses. Make sure that citizens don't need to travel too far to buy items from the local market, or they'll run out of one item while they're busy collecting another!

## Service Structures (Require Roads)

Service buildings such as theaters and libraries do not send out workers. Instead, they are constantly spreading their service as long as they are staffed.

However, there is a catch. You might be tempted to think of each service building like a lightbulb, illuminating everything within a certain radius. That's *almost* true, but these buildings' influence does not simply spread out in a circle. Instead, the influence travels along roads.



Imagine that your theaters or libraries are constantly sending out invisible workers along every possible road. These workers travel a certain distance, get tired, and then turn back. Any home beyond the point where they tire out won't receive service.

How is this different from the lightbulb analogy? Simple. In the lightbulb analogy, it

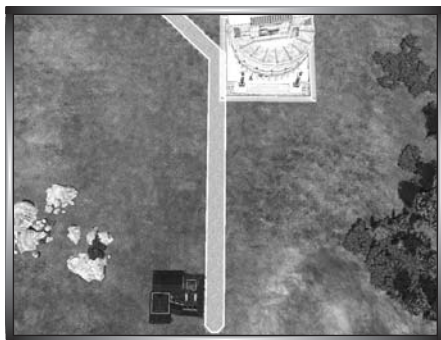
doesn't matter how long or twisty the road connecting a theater to a domus is. Any domus within the theater's circular radius gets served. But in the *actual* model (which we'll call "road range"), the invisible service workers don't care about the straight-line distance between theater and domus. They're going to travel a certain number of road miles, then get tired and turn back. Any home past their "give up" point doesn't get served.

The solution? Instead of a few long feeder roads, build grids of short roads near your theaters, libraries, hospitals, and other service buildings. The service buildings' invisible workers can now cover a much larger area by following the shorter roads.



HERE'S AN ILLUSTRATION OF "ROAD RANGE."

IN THIS FIRST PICTURE, THE THEATER IS CONNECTED TO THE DOMUS BY A STRAIGHT ROAD. THE INVISIBLE THEATER WORKERS HAVE A NICE, STRAIGHT SHOT TO THE DOMUS, SO THE DOMUS RECEIVES BENEFITS FROM THE THEATER.



NOW CONSIDER THIS PICTURE. THE DOMUS IS STILL THE *exact same distance* FROM THE THEATER, BUT THIS TIME THE ROAD CONNECTING THE TWO IS LONG AND CONVOLUTED. IN THIS CASE,

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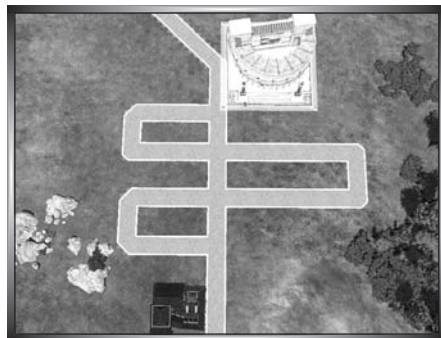
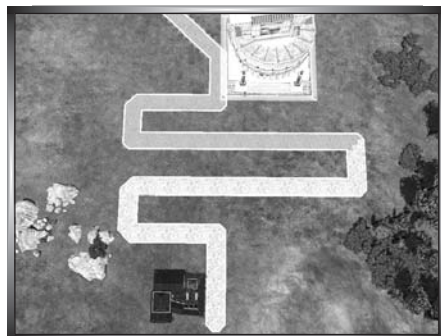
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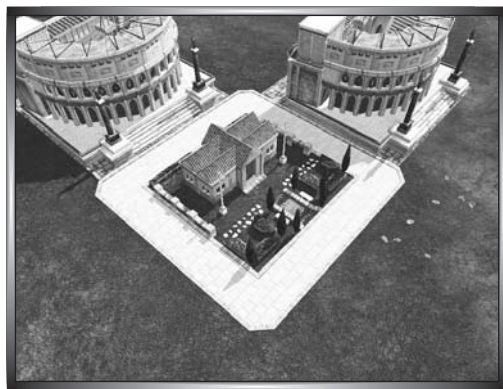
THE DOMUS WILL NOT RECEIVE ENTERTAINMENT, BECAUSE THE INVISIBLE THEATER WORKERS HAVE MUCH FARTHER TO GO. (REMEMBER, THEY REFUSE TO GO OFF-ROAD!)

THE SOLUTION IS TO ADD EXTRA SECTIONS OF ROAD, WHICH ALLOW THEATER WORKERS TO TAKE A STRAIGHTER PATH TO THE DOMUS. NOW THE DOMUS ONCE AGAIN RECEIVES BENEFITS FROM THE THEATER.



## *Infrastructure & Space Requirements*

Some buildings are much "needier" than others. Specifically, housing requires a lot of infrastructure: water, health care facilities, prefect coverage, and engineer coverage at a minimum. Markets must be somewhere reasonably close as well. Higher-end housing is still more demanding, requiring nearby educational facilities, entertainment, and more.



Think carefully before slapping down housing. Consider the support buildings the houses will need, and leave space for them. If there's not enough space for all the necessary stuff, you may want to look for a different place to build your residential neighborhood.



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SINCE DOMI AND VILLAS CAN'T REACH THEIR TOP LEVEL IF THEY AREN'T SURROUNDED BY PROTECTIVE WALLS, CONSIDER LEAVING ENOUGH ROOM TO SURROUND THEM WITH FORTIFICATIONS.

## Desirability

Some structures are desirable, while others are not. For example, a fountain adds desirability to the immediate area. A factory or fort lowers desirability.

Turn on the desirability overlay to see this principle in action. Negative-desirability buildings radiate yellow or red, while desirable structures generate progressively brighter shades of green.



Desirability is important only for housing. A housing structure placed in an area with negative desirability will have difficulty attracting residents. It may sit completely empty, in fact, until you fix the desirability situation.

Insulae and domi don't particularly require good desirability—they just can't have *bad* desirability. Place a small land buffer between your housing and any structures (such as tax collection offices or prefect/engineers' offices) that are detrimental to the area's desirability.



IN THE CASE OF SUPER-UNDESIRABLE BUILDINGS SUCH AS FACTORIES AND FORTS, PLACE A BIG BUFFER BETWEEN THEM AND YOUR HOUSING.

Take extra caution with villas, since they are the only buildings that cannot evolve to their maximum size without serious positive desirability.

Fortunately, it's not hard to improve an area's desirability. You can turn the nearby streets into plazas. Plazas work just like streets but are much



more decorative. Desirability problems with your insulae and domi can be almost always be solved by converting streets to plazas; only villas are likely to need any beautification beyond the use of plazas. A less-expensive solution to a desirability problem: one large tree, which can block a lot of negative appeal for a low price. Also, a row of large hedges between insulae, a road, and a solid red wall of factories makes the insulae livable again, for less denarii than a plaza.

## Vulnerability

A final consideration when placing buildings is the possibility of attack. Buildings placed near the map's extreme edge are more likely to get caught in the crossfire if barbarians show up.

A few well-placed walls, some active forts, and an early response to invasions will prevent most buildings from being endangered. Better yet, a full treasury allows you to bribe most barbarians before they ever attack. But if you suspect you'll have more barbarian trouble than you can handle—at least in the scenario's early stages—consider keeping your all-important housing away from the map's edges. If a few factories get torched, you can just replace them, but if housing is destroyed, your workers disappear and your entire economy will crumble.

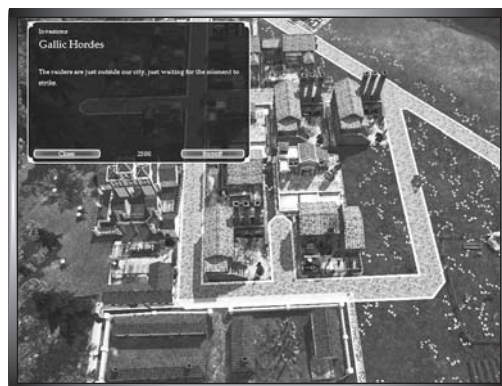
## Military Concepts

It's a city builder's worst nightmare: there you are, planning your neat little residential areas, making sure that your factories' production is optimized, and then, *wham!* A bunch of barbarians break down the door. It's enough to ruin your day.

Fighting isn't the main focus of *Caesar IV*, but that doesn't mean you can ignore those barbarians. Here are a few things you should understand about combat.

## Early Warnings & Bribes

If your city is an economic powerhouse with tons of cash flow, you can usually bribe your way out of combat. Whenever barbarians are set to attack, you receive a series of warning messages over a period of months. Each warning message gives you a chance to bribe the barbarians and prevent the attack. (You can also visit the Advisors screen to check on barbarian progress and buy them off from there.)



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You can avoid most combat in this way. Very rarely will you find missions that truly demand a military presence; however, if you frequently choose the combat-oriented missions when playing through the campaigns (see the final three chapters for more on these missions), you may have situations where you can't get by on bribes alone.

## ***Walls***

Walls are not the be-all and end-all of defense. They do slow down attackers and even cause some damage to them (especially if the walls have lots of towers and gatehouses), but in the end you'll need cohorts (small armies) to deal with anything bigger than a small raiding party.

Think of walls as useful tools but not a complete solution. Build sections of wall to protect the most fragile parts of your city, and festoon them with towers to ensure that they're a useful advantage in a fight. Also consider surrounding domi and villas with walls. Think twice before trying to surround the whole city, though: that is expensive.



## ***Forts & Cohorts***

A cohort is a group of soldiers, all of the same troop type and belonging to a particular fort. Raising a cohort is a multistep process.

First, build a fort. The fort type determines the troop type you'll receive: light infantry, heavy infantry, missile auxiliaries, or cavalry auxiliaries. Each troop type has its own advantages and disadvantages, which we discuss in the next few pages.



In addition to the fort, you need a mess hall and a recruitment post. Unlike the fort, which you can place anywhere, these two buildings need road access. (You may also add a drill yard, where soldiers can improve their fighting skills, but this building is not necessary.)



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The fort starts out empty. Each month, troops will gradually trickle in if you meet the following conditions:

- Mess hall is open and contains food
- Recruitment post contains weapons (and armor, if you're trying to recruit heavy infantry or cavalry)
- Morale is reasonably high (we discuss Morale in more detail later on in this chapter)
- There are empty slots in the fort (each fort can hold 20 soldiers)

If you meet all of these conditions, the soldiers will keep arriving until your forts are full.



THE SOLDIERS IN YOUR COHORTS ARE NOT LOCAL CITIZENS: THEY COME FROM OUT OF TOWN. YOUR CITIZENS *never* JOIN THE ARMY. THAT'S BOTH GOOD AND BAD. IT'S GOOD BECAUSE YOU DON'T NEED TO BUILD EXTRA HOUSING WHENEVER YOU NEED MORE SOLDIERS, BUT IT'S BAD BECAUSE YOU CAN'T SOLVE AN UNEMPLOYMENT CRISIS SIMPLY BY BUILDING FORTS.

## NOTE

If you plan on pursuing a military strategy (instead of simply buying off barbarians), we recommend building at least two forts and a few sections of wall that guard the most vulnerable spots in your city.

## Types of Cohorts

There are several types of available forts, each corresponding to a different type of cohort.

### Cohort Types

Name	Fort Cost	Gear Requirements	Strengths	Weaknesses
Light infantry	600	Weapons	Cheap to build, decent fighters	Not as durable as heavy infantry or mobile as cavalry
Heavy infantry	750	Armor & weapons	Great power and durability	Not as mobile as cavalry
Missile auxiliary	600	Weapons	Long-range fighting ability	Fragile in close combat
Cavalry auxiliary	750	Armor & weapons	Powerful and highly mobile	Less durable than heavy infantry

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If armor is available, we strongly recommend building at least one heavy infantry or cavalry fort, as these troops are the best fighters.

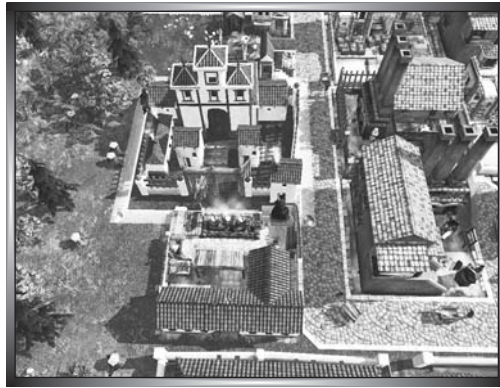
Light infantry make good second or third cohorts. (In missions where armor is unavailable, they should be the bulk of your army.)

Missile auxiliaries are good support troops. Make sure they stay close to another cohort at all times so they don't get swarmed. If you have just one fort, *don't* make it a missile auxiliary fort, as these troops can't handle close combat.

## Care & Feeding of Cohorts

So you've got a fort or two, and soldiers have started to join your cohorts. Now it's time to concentrate on food.

Soldiers are a hungry lot. If you build a fort or two without altering your food production, food shortages become common. Build extra farms and fields to keep both your cohorts and citizens well fed.



IT'S SMART TO BUILD EXTRA FIELDS AND FARMS *BEFORE* BUILDING FORTS. WAIT A FEW MONTHS FOR THE EXTRA FOOD TO START ROLLING IN, THEN BUILD YOUR FORTS. THAT WAY YOU WON'T SUFFER A FOOD CRISIS WHEN THE FORTS START TO FILL UP.

As long as your mess hall is operational and the food is flowing, your soldiers will be reasonably happy during peacetime.

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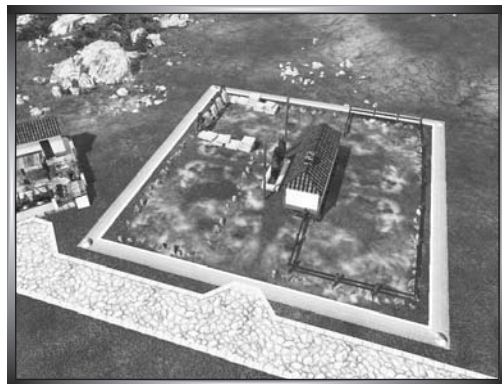
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## Training, Experience, and Soldier Status

Training and battlefield experience improve your cohorts' fighting abilities. When a cohort achieves a new level of Strength or Toughness (either through training or battle), it receives a new title. The following table summarizes the various titles and their meanings.



### Cohort Titles

Title	How to Attain Title	Title Benefits
Regular	—	—
Trained	Train for 4 weeks	Improved durability
Expert	Train for another 4 weeks (must wait 8 months between training sessions)	Improved durability
Seasoned	Fight in 1 or more battles	Improved morale and attack power
Elite	Fight in 2 or more battles and possess Expert drill yard training	Top level of Morale, Attack Power, and Durability

As you can see, it takes a little work to transform your regulars into elites. Building a drill yard, and then regularly training your men in it, is an important step in this process.



SOMETIMES CAESAR WANTS TO BORROW A COHORT OR TWO FOR FOREIGN DUTY. BE AWARE THAT YOUR COHORTS MAY NOT ALL RETURN FROM BATTLE, OR MIGHT LOSE COMPLETELY. THE ONES WHO DO MAKE IT BACK WILL HAVE THE EQUIVALENT OF ONE BATTLE'S EXPERIENCE UNDER THEIR BELTS.

## Morale

Morale affects cohorts' fighting ability. A cohort with low Morale becomes progressively more inept at fighting. If Morale gets sufficiently low, there are desertions. And once Morale is trashed, you have to wait a long time before new recruits want to sign up and replace those who left.



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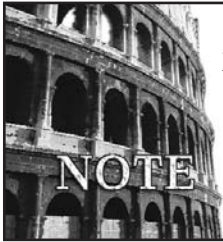
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A cohort's Morale increases when it is well fed and resting in its fort. It goes down when the cohort sustains casualties and when it lacks food.



MORALE CANNOT GO UP WHEN BARBARIANS ARE IN THE CITY, EVEN IF THE COHORT IS RESTING IN ITS FORT. THE BEST YOU CAN DO IS MAINTAIN CURRENT MORALE LEVELS UNTIL THE BARBARIANS ARE KICKED OUT; THEN MORALE CAN ONCE AGAIN RISE.

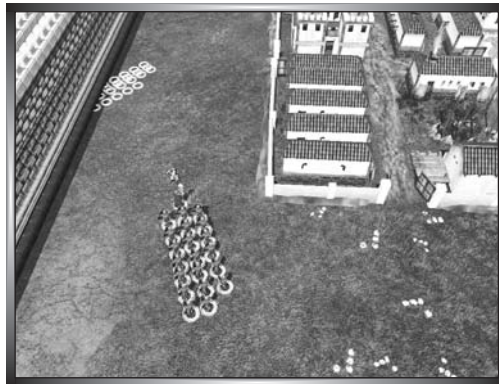
Since training takes cohorts away from their forts, it interferes with Morale growth. If your cohort has a Morale problem, don't send it to the drill yard. Let it rest in the fort and build up Morale before sending it off to train.

## Conducting Battle

You've built some cohorts, but now the barbarians are knocking at the door. How, exactly, do you fight them?

## Deploying Cohorts and Maneuvering

Cohorts will automatically deploy when the enemy enters the city, but you may want to deploy and position them earlier. To do this, when you receive word that the barbarians are close, click the Deploy buttons on their forts. After you deploy them, select each cohort, then right-click on a spot on the city map to send it there. If barbarians are already visible, you can right-click directly on them to make your cohort attack.



It's usually best to deploy your cohorts *before* the barbarians appear, then place them at the spot where you think the attack will originate. If you are unsure where the attack will come from, place your cohorts in a central location with convenient access to the most probable attack zones.

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## Combat

Combat is as simple as selecting a cohort and right-clicking on the enemy—or, getting your cohort close enough to the enemy that it's attacked.

It's best to keep your cohorts together so they can attack the enemy all at once. Straggling into battle one man at a time is a dangerous tactic. That's why it's important to position your cohorts ahead of time—this

way they don't need to rush to intercept the barbarians. If they start out in the right spot, it's easy to maintain their formation.

To change a cohort's facing, select it, right-click on a target spot, hold down the mouse button, and then sweep the mouse back and forth. Release the button when the formation is pointing in the proper direction. Obviously, a formation pointed directly at the enemy will fight better than one facing the wrong way.

If you have multiple cohorts, consider attacking head-on with one and flanking (attacking from the side) with another. Cavalry is fast and is therefore an excellent choice for flanking.

Try to fight just outside your city walls (if you have them). Towers and gatehouses will add a little firepower to your cohorts.



## Other Concepts

We've covered most of *Caesar IV*'s important concepts, but a few still remain. Finish these last few pages to complete your understanding of the major forces at work in the game.

## *Farming, Industry, Goods, Storage, and Markets*

Farms and resource-gathering buildings produce food and raw materials, respectively. Food is stored in granaries, while everything else is stored in warehouses.



Once food is harvested, it does not need to be further processed. It may be taken directly to a granary, a food market, or even a trade depot for sale to foreign cities.

Raw materials may also be stored or traded. Or, you can build factories that consume these materials and transform them into finished goods.

Finished goods are needed to

make your population happy. They also command a higher trade value than raw materials.

Markets are necessary for getting food and goods into your citizens' hands. Without them, nothing reaches the insulae, domi, or villas.

We further explore trade, storage, and related concepts in the "Structures" chapter, under the listings for each building involved in these processes.

## *Trade*

Visit the Empire screen (the one with the large-scale map of the Mediterranean) to see the cities that will trade with you. Each city has a trade start-up cost; you must pay this one-time cost in order to initiate trade with the city.

Once you've paid that price, a new building may be placed on your city screen: a trade port or depot for the foreign city. Place this building, and you may now trade with that city.

Each city has goods that it sells, and goods that it wants. If you want to turn a profit, export the ones that are wanted. Or, if you need certain goods, pay the city to import the goods that it offers. All of this is handled at that city's trade port or depot (see the Trade Port and Trade Depot entries in the Buildings chapter for more).

There is a yearly limit on each good offered or accepted by a city. For example, if a city offers 20 iron, you may import a total of 20 iron per year. Once you hit that limit, you have to wait until next year to import more iron.

Trade is one of two main income sources in the game; the other is taxes. In many missions, the revenue from your exports serves as your primary source of income.

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## Governor Rank and Salary

At all times you draw a salary. This salary comes directly from the city treasury and accumulates in a personal fund. This personal fund carries over from one campaign mission to the next.

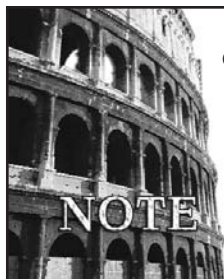
The amount of salary you can safely draw is based on your current rank, which is a title bestowed by Caesar; it improves as your in-game performance improves. The 10 ranks are as follows (listed in order of lowest to highest):



 Clerk	 Aedile
 Deputy	 Praetor
 Decurion	 Censor
 Magnate	 Consul
 Quaestor	 Caesar

You automatically start out with a safe salary that will not anger Caesar. However, you may adjust your salary upward or downward. Adjusting your salary above its default position, though, is likely to cost you one or more favor points per month, as Caesar will think you're overstepping your bounds. Nothing happens if you lower your salary below your rank.

You can use your personal fund to bribe Caesar with gifts. These bribes can help put you over the top in missions with high Favor requirements.



GIVING THE SAME GIFT REPEATEDLY LESSENS THAT GIFT'S FAVOR REWARD. IN OTHER WORDS, YOU CAN'T JUST GIFT YOUR WAY TO SUCCESS. SAVE GIFTS FOR TIMES WHEN YOU NEED A LAST LITTLE FAVOR BOOST TO COMPLETE A MISSION—OR WHEN YOUR FAVOR IS SO DANGEROUSLY LOW THAT YOU FEAR YOU'LL BE SACKED.

Your salary can also be used to fund festivals.

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## Citizen Happiness

Citizens don't need to always be ecstatic for you to succeed. You just need to ensure that they aren't angry enough to cause problems.

Plebs will become unhappy if they lack food and water, or if unemployment is high. Equites need food, water, some basic goods, and employment. Patricians need food, water, some basic goods, and some luxury goods to stay reasonably content.



Taxes and wages can also affect unhappiness. High sales and property taxes annoy patricians, while low pleb and equite wages affect these citizen types. (You can adjust all tax and wage levels at the Advisors screen.)

Unhappy patricians withhold tax payments or leave the city. Unhappy members of the lower classes may turn to crime or may leave the city entirely, causing severe problems for your economy.

## Crime & Unrest

Unhappy plebs may become criminals. Moderately dissatisfied citizens may become beggars, who don't work. They also slow down workers who pass by them. Beggars are a nuisance rather than a threat, but their presence suggests problems that might get bigger.

Highly dissatisfied citizens can become criminals. Criminals rob and steal, reducing your city's overall Security rating. You'll probably have to fix this problem in order to attain your mission's Security target.



IF DISSATISFACTION REACHES HIGH ENOUGH LEVELS, CITIZENS RELOCATE TO MORE DESIRABLE HOUSES OR ABANDON THE CITY ENTIRELY.

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If an entire class gets angry, it will protest or riot. Protests are peaceful, but they let you know that your city has a problem. Riots are violent; they reduce your Security rating, and may lead to the destruction of buildings. It's best never to let riots occur.



DON'T GET TOO WORKED UP ABOUT MAKING CITIZENS HAPPY. JUST MAKE SURE THEY AREN'T SO UNHAPPY THAT THEY CAUSE PROBLEMS! FOR EXAMPLE, FEEL FREE TO INCREASE TAXES OR DECREASE WAGES IF YOU'RE IN A CASH CRUNCH. YOU CAN GET AWAY WITH THIS FOR QUITE SOME TIME. JUST SCALE THE TAXES AND WAGES BACK TO NORMAL WHEN BEGGARS AND PROTESTS BECOME COMMON.

## Religion

There are five gods in *Caesar IV*: Jupiter, Bacchus, Ceres, Mars, and Mercury. You may build shrines and temples to each of them.

Shrines and temples improve citywide Culture, but there's another advantage: worship can produce beneficial effects for your city. The actual effects depend on the gods you're worshipping and the number of worshippers in your city.

Positive effects fall into two general categories: Benevolence Events and Constant Effects.

Benevolence Events occur semi-randomly when you have at least 750 citizens worshipping a god in your city. The exact effects depend on the god. Jupiter, for example, removes criminals from your city.

Constant Effects, as the name suggests, are constantly in effect as long as enough households are worshipping a particular god. An example of a constant effect: when enough households worship Jupiter, your Favor penalty from failing to comply with Caesar's orders is lessened.

The Advanced Strategies chapter goes into detail on each god's Benevolence Events and Constant Effects.

A final point about religion: each god has a festival, which you may hold at any time. Each festival produces a different positive effect in your city. Festivals require resources, but depending on your situation, the results may be well worth it. The Advanced Strategies chapter gives information on all festivals, including the resources required to start them, the frequency with which you can have them, and the positive effects that result from them.



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# BUILDINGS

This chapter is a reference for every structure you can build in your city. Each building entry contains important information on how that structure functions and useful tips on getting the most out of it.

The first half of this chapter gives general information about entire classes of buildings, such as entertainment venues, educational structures, and water supply structures. The second half is a complete listing of the structures themselves in alphabetical order.



## Building Classes

The following pages give general strategy on entire classes of buildings. Use this information to supplement the specific building entries in the second half of the chapter.

### *Bridges*

Any map split by a body of water is a good candidate for a bridge. Without bridges, large tracts of land on such maps would be rendered unusable.

Bridge length is limited. Often you'll need to place bridges at the narrowest part of the river or canal.



SCOPE OUT POTENTIAL BRIDGE SITES BEFORE YOU START BUILDING YOUR CITY. SINCE YOU CAN'T THROW A BRIDGE JUST ANYWHERE, IT'S IMPORTANT TO KNOW WHERE FUTURE BRIDGES WILL HAVE TO GO. BUILDING YOUR CITY ON THE OPPOSITE SIDE OF THE MAP FROM YOUR FUTURE BRIDGE SITE, FOR EXAMPLE, IS AN INVITATION TO INEFFICIENCY; CONSIDER BUILDING IT CLOSER, SO YOUR WORKERS HAVE LESS DISTANCE TO TRAVEL WHEN THEY NEED TO CROSS THE RIVER.

Note that only ship bridges are tall enough for trade ships to pass under—if you have trade ports along your waterways, you must build these instead of standard bridges.

Both types of bridges must be connected to roads for workers to pass over them properly. Land-based traders will need to cross over bridges too, if your trade depots are not built on that side of the water.

This building type includes:

Bridge

Ship bridge

## *Decorative Objects*

This group of bushes, trees, hedges, gardens, plazas, and statues enhances an area's Desirability.

Most places don't require any beautification. Only residences (insulae, domi, and villas) need to be at all desirable, and the first two types only need to be semi-desirable to attract residents. It's only the villas that must be super-desirable.



LEAVE A LITTLE FREE SPACE HERE AND THERE WHEN SITUATING VILLAS. THIS ALLOWS YOU TO PLACE BEAUTIFICATION OBJECTS, IF NECESSARY.

Place these items one at a time, and check the nearby buildings after each placement. When there's enough Desirability to allow these buildings to evolve, stop. You don't need to place more objects—at least until those buildings hit their next growth threshold and need more Desirability.

There's not much difference between each beautification option, save that the bigger ones tend to be more expensive and more effective. We therefore recommend picking the largest decorative object that fits in the available space.

This building type includes:

Small hedge	Plaza 3
Large hedge	Bust
Small bush	Standing statue
Large bush	Huntsman statue
Small tree	Horseman statue
Medium tree	Chariot statue
Large tree	Winged charioteer
Plaza 1	Obelisk
Plaza 2	

## Education Buildings

Education increases your Culture rating, satisfies a condition of villa advancement, and lowers your city's crime rate (which in turn slightly improves your Security rating).

You can skip education when your city is just getting started. Later, when your city is growing along with your cash flow, you should invest in some schools and libraries—just enough to make your villas grow and keep crime under control. Only when a high Culture rating is a victory condition must you go on an all-out educational blitz.



This building type includes:

Library  
School

## Entertainment

Everyone loves entertainment, but only villas need it in order to evolve. In fact, you can often provide zero entertainment for your equites and plebs. However, there are various circumstances in which entertainment should be provided for all.

Entertainment has the following benefits:

-  Allows villas to improve
-  Increases citizen happiness

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■ Positively affects immigration

■ Improves Culture rating

Since housing usually fills up easily when other conditions are met (food, water, goods, reasonable Desirability), you don't need to provide entertainment just to get people into your city. Rather, you should provide it for the masses when you need a high Culture rating or when serious unrest threatens to destabilize your economy. Or, add it to lure citizens back into town after they desert due to unhappiness.



IF YOU WANT YOUR VILLAS TO REACH THEIR MAXIMUM SIZE, PLAN ON PROVIDING *ALL* OF THE FOLLOWING ENTERTAINMENT VENUES TO YOUR PATRICIANS.

Entertainment venues' effective range (like the range of *all* service buildings) depends on how well they are staffed. Keep them packed with equites to ensure maximum coverage.

## Guilds

Guilds are necessary adjuncts to the theater, arena, coliseum, and circus. Place them as close as possible to the corresponding entertainment venues.

Guilds send out "activator" workers. When the activator unit reaches a venue, it allows the venue to put on a production.

If a venue requires a guild, there is no point in building one without the other. A venue without a functioning guild provides zero entertainment.



THE ODEUM HAS THE SHORTEST RANGE OF ALL ENTERTAINMENT VENUES; YOU MUST PLACE LOTS OF THEM TO COVER YOUR CITY WITH THEIR EFFECT. THE CIRCUS IS ON THE OTHER END OF THE SPECTRUM: IT SERVES THE ENTIRE CITY, SO YOU ONLY NEED ONE CIRCUS. THE

RANGES OF OTHER VENUES ALL FALL SOMEWHERE IN BETWEEN. TURN ON THE ENTERTAINMENT OVERLAY TO SEE HOW FAR EACH ENTERTAINMENT VENUE'S INFLUENCE EXTENDS.

Since guilds have a negative effect on local Desirability, place them so they face away from local residences. If this is not feasible, surround them with plazas to cancel out their negative Desirability.

This building type includes:

- Actor guild
- Charioteer guild
- Gladiator guild
- Trainer guild

## Venues

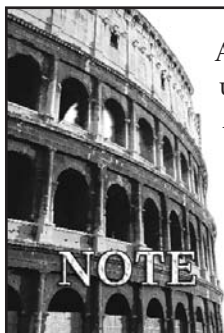
Entertainment venues create entertainment for your city. This is as opposed to entertainment guilds, whose sole purpose is to train performers who "activate" these venues.

This building type includes:

- Arena
- Circus
- Coliseum
- Odeum
- Theater

## Factories

Factories turn raw materials into finished goods. You'll usually need two factories to handle the output from one raw material camp. For example, if you have a single clay-digging camp, you should have two pottery factories. Or, if you have a single grape farm (which in turn requires two grape vineyards), you should build two wine factories to handle the grapes it produces.



AT ANY GIVEN TIME, FACTORIES CAN HOLD UP TO SIX UNITS OF THE RAW MATERIAL THEY CONSUME AND ANOTHER SIX UNITS OF THE PRODUCT THEY PRODUCE. FOR INSTANCE, A WINE FACTORY CAN HAVE A MAXIMUM OF SIX GRAPES AND SIX WINES STORED AWAY. IF SIX UNITS OF FINISHED PRODUCT ACCUMULATE, THE FACTORY CEASES PRODUCTION UNTIL SOME OF IT IS CARTED AWAY, CREATING ROOM FOR MORE.

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This two-to-one ratio is a rough guide, since the distance between your factories, resource production facilities, and warehouses—as well as the number of workers—affects how quickly raw materials flow. The "City Planning" and "Advanced Strategies" chapters provide tips on making sure that your factories are always well-stocked.



## NOTE

HOW MANY FINISHED GOODS CAN ONE FACTORY GENERATE IN A YEAR? IF IT'S PROPERLY STOCKED WITH RAW MATERIALS, EXPECT BETWEEN 18 AND 22 ITEMS PER YEAR. (SEE THE "ADVANCED STRATEGIES" CHAPTER FOR MORE DETAILS.) BY COMPARISON, A RAW MATERIALS PRODUCER CRANKS OUT ABOUT TWICE THAT AMOUNT—HENCE THE NEED TO BUILD TWO FACTORIES FOR EVERY RAW MATERIALS PRODUCER.

## Basic Goods Factories

Basic goods factories turn raw materials into basic goods. Clothing factories require wool, glass factories need sand, olive oil factories require olives, and pottery factories need clay.

Start producing at least two types of basic goods early in the game. Your insulae need two types of basic goods in order to evolve, and the upper classes will become angry if they lack basic goods for too long.

Eventually you should add factories for the remaining types of basic goods—at least for the ones you can easily make. If you already have two types of basic goods on hand, for example, but you lack the raw materials to produce a third, it may not be worthwhile (at first) to import that material simply to produce a third type. Consider saving your denarii.

Basic goods command a moderate trade value. You should build as many basic goods factories as necessary to completely supply any cities that will buy those goods.

This building type includes:

- Clothing factory
- Glass factory
- Olive oil factory
- Pottery factory



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## Luxury Goods Factories

Luxury goods factories produce goods consumed by equites and patricians. Furniture factories require timber, jewelry factories use gold, utensil factories need iron, and wine factories use grapes. As always, try to build two factories for every one raw materials building.

We recommend producing one type of luxury goods as quickly as possible, as this is necessary for domi to reach their second stage of evolution.

Eventually you should produce extra types of luxury goods, but this doesn't need to happen immediately. Your citizens take a while to get angry from lack of luxury-goods variety. Just have a selection of luxury goods when you start placing villas.

On the other hand, if a nearby city is willing to buy luxury goods, build those luxury factories *immediately*. Crank out as many of these items as necessary to flood the market. A willing market for your luxury goods is a huge revenue source, and the earlier you tap it, the earlier you become wealthy.

This building type includes:

Furniture factory

Jewelry factory

Utensil factory

Wine factory

## Military Factories

The following factories produce military goods used by your cohorts. These factories are low-priority buildings for certain scenarios and are vital for others.

Military factories are the only factories that consume two types of raw materials instead of one. Whereas a pottery factory demands only one unit of clay to produce one unit of pottery, a weapon factory eats one unit of iron plus one unit of timber in order to produce a single weapon.

If you plan to bribe away most barbarian attacks instead of fighting, you don't need weapons or armor early in the game. Similarly, if no nearby cities want weapons or armor as a trade good, these factories probably aren't a high priority.

However, if you plan to build forts and raise cohorts, you need these factories early on. Here are some guidelines on when to build them:

## When to Make Weapons & Armor

Situation	What & When to Build
No barbarians, or you plan to bribe them. No markets for weapons or armor. No iron on map.	Build no factories early. Late in game, import weapons for gladiators (if possible).
No barbarians, or you plan to bribe them. No markets for weapons or armor. Iron on map.	Build weapon factory only, and then only when necessary for gladiators.
Barbarians present, but no iron on map.	Import iron if possible. Build weapon factories early and armor factories, too, if planning to build heavy troops. (Otherwise build no factories, and heavily import weapons and armor).
Barbarians present, and iron on map.	Build weapon factory immediately. Build armor, too, if planning to use heavy infantry or cavalry auxiliaries (recommended).
Nearby cities accept weapons or armor in trade.	Build weapon and/or armor factories regardless of barbarian situation, as these goods are quite profitable.

This building type includes:

Armor factory

Weapon factory

## Food Production

Food production is essential for a working city. Build several farms very early in the game—particularly if you plan to build forts. Cohorts eat a surprising amount of food. Food production requires two things: fields and farms.

## Farms

Farms are one-half of the food-producing equation. After placing your fields and pastures, count them up and build one farm for every two fields or pastures.

Multiple food types make citizens happy and healthy. Citizens with only one food type become grumpy and slightly more prone to illness.

Farms should be as close to the fields as possible—within reason. Don't place the farm on top of land that could be occupied by a field. That's a bad idea in most missions, since arable land is limited. Save arable land for fields, and place the farms just beyond its fringes.



YOU MAY PLACE A FARM ON TOP OF ARABLE LAND IF THAT LAND IS SMALL OR AWKWARDLY SHAPED. FOR EXAMPLE, LET'S SAY YOU PLACED AS MANY FIELDS AS POSSIBLE AND ARE NOW LEFT WITH A CORNER OF ARABLE LAND THAT'S TOO SMALL FOR ANOTHER FIELD OR PASTURE. IF THE PATCH OF LAND IS TOO SMALL EVEN FOR OLIVE GROVES OR GRAPE VINEYARDS (THE SMALLEST FIELDS), THEN IT'S OKAY TO PUT A FARM ON THAT LAND, SINCE NO ADDITIONAL CROPS CAN BE GROWN THERE.

Farms are undesirable neighbors, but that's okay, since you'll typically build your residential areas well apart from the fields.

It's best to place your farms on the "near" side of the fields (the side closest to your markets and granaries). This minimizes the distance that workers must travel to move food from farm to market.

Farm workers do not need roads in order to reach their fields. Therefore, while the farms must be connected to the rest of the city, paths between farms and fields are unnecessary.



MULTIPLE FARMS ARE NECESSARY FROM THE MISSION'S START—BUT DON'T IMMEDIATELY COVER YOUR ENTIRE ARABLE PATCH. SAVE A LITTLE FARMLAND FOR NONFOOD CROPS SUCH AS OLIVES (FOR OLIVE OIL), SHEEP (FOR WOOL), AND GRAPES (FOR WINE).

A fully staffed farm produces about 46-70 units of food per year.



ALL FARMS CAN STORE UP TO EIGHT UNITS OF PRODUCT (FOR EXAMPLE, A GRAIN FARM CAN STASH AWAY EIGHT UNITS OF GRAIN). IF EIGHT UNITS ACCUMULATE, AND THE PRODUCT HAS NOWHERE TO GO, PRODUCTION WILL CEASE UNTIL SOME OF IT IS CARTED OFF AND SPACE IS FREED UP.

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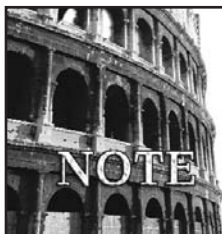
This building type includes:

- Cattle farm
- Grain farm
- Vegetable farm

## Fields

Fields are the other half of the food-producing equation, as they are where food products are grown. Fields:

- Do not need road access
- May only be placed on the green, fertile sections of the map
- Require one farm of the appropriate type for every *two* fields or pastures



### NOTE

IN THIS BOOK, WE USE "FIELDS" AS A GENERAL TERM FOR ANY PLACE WHERE CROPS OR ANIMALS ARE RAISED OR TENDED. BY OUR DEFINITION, THEREFORE, CATTLE PASTURES ARE CONSIDERED FIELDS.

When placing a field or pasture, pay attention to its color before you actually drop it. It should be mostly (or entirely) green. If there are yellow patches in the building outline, the field is not entirely on fertile land and will not be 100 percent efficient. If you plan to use all possible fertile ground, this is acceptable; there are bound to be spots where you have to use less-than-perfect land. However, if you don't expect to fully cover the fertile ground in this scenario, ensure that the fields you *do* place are fully in the green.



WE RECOMMEND PLACING YOUR FIELDS FIRST, AND THEN COUNTING THEM UP AND PLACING ENOUGH FARMS TO WORK THEM (REMEMBER: ONE FARM FOR EVERY TWO FIELDS OR PASTURES). IF YOU PLACE THE FARMS FIRST, YOU MIGHT ACCIDENTALLY BUILD TOO MANY FARMS FOR THE AVAILABLE FIELD SPACE.

Your citizens like having access to multiple food types. Food variety increases Happiness slightly, and it gives a minor health boost. Therefore, you should split your farmland equally between grain fields, vegetable fields, and cattle pastures, except when one of your trading partners plans to buy a particular crop and you have lots of arable land. In that case, build extra fields for the tradable crop.

This building type includes:

- Cattle pasture
- Grain field
- Vegetable field

## ***Forts***

Each time you add a fort to the map, you're essentially adding an empty cohort. Over the next several months, that cohort fills up with troops as long as you have all the appropriate supplies and support structures nearby.

Each fort stockpiles its own supply of food. This food is used to sustain the cohort, whether it's resting in the fort or fighting in the city. Morale will sink if a fort goes without food for long.

Forts do not require road access, though they do need to be fairly close to support buildings—and those support buildings need road access.

Keep forts well away from residential areas, as they produce a lot of negative desirability.

This building type includes:

- Cavalry auxiliary fort
- Heavy infantry fort
- Light infantry fort
- Missile auxiliary fort

## ***Governor's Residences***

These governors' residences "activate" the basilica; without one of these, the basilica is useless. Be prepared to build one, therefore, any time you plan to add a basilica to the city.

The other main purpose of the governor's residence is to add desirability to the surrounding area.

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## NOTE

THINK OF GOVERNORS' RESIDENCES AS SIMILAR TO ENTERTAINMENT GUILDS. THEIR PURPOSE IS TO SEND ACTIVATORS OUT TO TRIGGER THE BASILICA, JUST AS GUILDS TRIGGER ENTERTAINMENT VENUES.

The only differences between these three buildings are size, cost, and impact on Desirability. The villa is the most modest structure, requiring the least space but providing the least Desirability. The manor is larger, more expensive, and more desirable, and the estate takes these three qualities to the extreme.

This building type includes:

- Governor's estate
- Governor's manor
- Governor's villa

## *Housing*

There are three housing types: insulae, domi, and villas. Each attracts a different type of citizen, and each has its own set of needs.



This building type includes:

- Domus
- Insula
- Villa

## *Justice Buildings*

Justice buildings do two useful things: First, their presence allows villas to expand. Second, they add to your city's culture rating.

Forums have a few very useful properties:

-  The flags that a forum flies represent your current Ratings levels.
-  The people standing around outside the forum signify the amount of pleb and equite unemployment in your city.

You can also get stats on a forum by clicking on it, then checking its Selected Object Panel.



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This building type includes:

Basilica

Forum

## Markets

Without markets, your goods never get from the factories to the people. Build a market for each type of goods you've got on hand.

This building type includes:

Basic goods market

Exotic goods market

Food market

Luxury goods market

## Medical Buildings

Medical buildings are necessary for four reasons: (1) they help prevent or cure the illnesses and diseases that slow down your work force, cut your population, and generally interfere with efficiency; (2) they contribute slightly to citizen Happiness; (3) they're necessary for the evolution of villas; and (4) they contribute somewhat to your Culture rating, because a sickly city has a tough time being a cultured city.

Medical buildings fall into two categories: hygiene and prevention, and treatment.



ALL SERVICE BUILDINGS—including medical structures and education, justice, and entertainment buildings—lose coverage range if they're not fully staffed. Try to maintain a full complement of workers at your service buildings to maintain maximum coverage.

## HYGIENE & PREVENTION VS. TREATMENT

There are two classes of medical buildings. Bathhouses and barbershops fall into the "hygiene & prevention" category, and hospitals and clinics fall into the "treatment" category. Hygiene and prevention buildings help prevent the outbreak of illness and disease, while treatment buildings help to mitigate the damage if your city develops a health crisis.

Early on, your city can get by with just a bathhouse and clinic. Later you'll want to add the rest of these structures.

Each building type is beneficial, even if a building of the same class is in the area. For example, the presence of a hospital does *not* make a clinic in the same area worthless. Having just one or the other may be enough to, say, make a nearby villa grow—but having both provides additional benefits. Specifically, having both buildings in the same area helps your city cope with illness and disease better than having just one. Also, having both will provide a small boost to your Culture rating.

The same holds true for bathhouses and barbershops: having one in an area is good (and usually sufficient), but having both is better.

This building type includes:

Barbershop

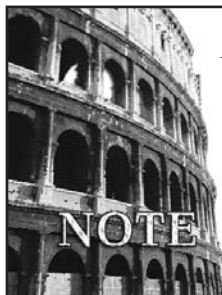
Bathhouse

Clinic

Hospital

## Raw Materials Production

Raw materials production buildings all produce a steady stream of materials, but they do not consume any goods. A clay-digging camp produces clay, for example, but doesn't require any goods to assist in that clay production. All it needs are some laborers.



ALL RAW MATERIAL CAMPS CAN STORE UP TO EIGHT UNITS OF PRODUCT (FOR EXAMPLE, A MARBLE-GATHERING CAMP CAN STASH AWAY EIGHT UNITS OF MARBLE). IF EIGHT UNITS ACCUMULATE, AND THE PRODUCT HAS NOWHERE TO GO, PRODUCTION WILL CEASE UNTIL SOME OF IT IS CARTED OFF AND SPACE IS FREED UP.

Raw materials production buildings fall into two categories. The first category creates agricultural raw materials such as wool, grapes, and olives. These buildings require both a field and a farm component, just like the food production buildings.

The second type of production buildings have nothing to do with agriculture. Instead of placing both a field and a farm, you place a single gathering building next to a preexisting resource point on the map (such as a gold mine, iron mine, or clay pit).



**NOTE**  
IF THE MAP LACKS A PARTICULAR RESOURCE POINT, YOU  
SIMPLY CANNOT GATHER THAT RESOURCE IN THIS MISSION.  
YOU'LL NEED TO TRADE FOR IT OR DO WITHOUT.

## Agricultural Raw Materials

Agricultural raw material production works just like food production, except these buildings produce raw materials.

This can be a little confusing, since sheep, grapes, and olives *can* all be eaten in real life. But in *Caesar IV*, the only purpose of these commodities is to create raw materials: the sheep's wool is for clothing, the grapes are necessary to create wine, and the olives are used to make olive oil. Therefore none of these crops are considered food items.

In other respects, though, these agricultural structures should be treated just like food-producing fields. For every two sheep pastures, grape vineyards, or olive groves you place, put a single sheep farm, grape farm, or olive farm nearby. Both components (farm and pasture/vineyard/grove) are necessary to produce raw materials.

A single farm and two pastures/vineyards/groves will typically produce enough wool, grapes, or olives to power two factories. This is enough to provide goods for a small to moderate-sized city. A larger city may require two farms and four pastures/vineyards/groves. Only for the biggest cities should you consider three or more farms.

If a foreign city will buy either the raw materials (wool, grapes, olives) or the finished goods that result from them (clothes, wine, olive oil), build as many farms, fields, and factories as are necessary to glut the trade market.

This building type includes:

- Olive farm
- Olive field
- Grape farm
- Grape vineyard
- Sheep farm
- Sheep pasture

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## Raw Materials Camps

Raw materials camps harvest the materials necessary for your factories. One fully staffed, well-placed camp typically generates enough raw materials to keep two factories busy.

Like farm workers, resource gatherers do not need to follow roads to reach their resource. Although the gathering camps need road access (so goods can be moved from the camps to warehouses or markets), there's no need to place a road between the camp and the resource.



### NOTE

RESOURCE-GATHERING CAMPS CAN FUNCTION EVEN IF THEY'RE PLACED FAR AWAY FROM THEIR RESOURCE. IT'S JUST A PAINFULLY SLOW, INEFFICIENT PROCESS—AND THEREFORE NOT RECOMMENDED. STICK THE GATHERING CAMP AS CLOSE TO THE RESOURCE AS POSSIBLE.

When you begin a new game, scan the map for all available resources. Knowing what resources are available (and which camps you can build) gives you a sense of which commodities you can easily produce and which you must import.



### NOTE

WITH THE EXCEPTION OF TIMBER CAMPS, WHICH SLOWLY REMOVE TIMBER FROM THE MAP, RESOURCE-GATHERING CAMPS DO NOT DEplete THE RESOURCES THEY HARVEST. FOR EXAMPLE, NO MATTER HOW MANY GOLD-MINING CAMPS YOU PLACE NEXT TO A GOLD MINE, YOU WILL NOT RUN OUT OF GOLD.

This building type includes:

Clay-digging camp  
Gold-mining camp  
Iron-mining camp

Marble quarry camp  
Sand-collecting camp  
Timber-cutting camp

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## Religious Structures

The gods are a fickle bunch, and they get cranky if you fail to honor them. Provide religious structures for the following reasons:

- Jupiter will randomly destroy buildings if his shrines and temples don't cover most of the population.
- The two most worshipped gods in the city may provide beneficial citywide effects, such as eliminating crime or increasing your fields' food output.
- Religion is a requirement for villa evolution.
- Religion increases the city's Culture rating

The positive effects provided by the two most worshipped gods begin to happen when their worshipper population exceeds 750.

Because of Jupiter's short fuse, he should always be one of the two most worshipped gods in the city. The other should be whichever god's effects you could use the most in this mission.



WE PLACE A SHRINE TO JUPITER AMIDST OUR INITIAL CLUSTER OF HOUSING. FORGETTING TO DO THIS MAY RESULT IN JUPITER'S WRATH.

Refer to the "Religion" section of the "Game Concepts" chapter for a complete rundown of the positive effects each god provides.

## Shrines

Shrines provide religion for your city. They are small structures with a small radius of effect but are an excellent way to get the job done. Be sure to place enough of them to reach all of your residential areas.

Shrines and temples have essentially the same effect; shrines' coverage is smaller, however, and they are cheaper.



SHRINES, UNLIKE TEMPLES, DON'T REQUIRE MARBLE. IF YOUR MISSION DOESN'T PROVIDE A SOURCE OF MARBLE, YOU CAN BUILD ONLY SHRINES.

This building type includes:

- Bacchus shrine
- Ceres shrine
- Jupiter shrine
- Mars shrine
- Mercury shrine

## Temples

Temples serve the same function as shrines but are larger and affect a wider area. Overlapping coverage of shrines and temples may be necessary in missions that demand extremely high Culture. Otherwise, you can get by with one or the other in a particular area.

A good strategy is to pick the two gods you plan to worship (usually Jupiter plus another of your choice) and then focus your early efforts on building shrines and temples to those two. Cover as much of your housing as possible with these buildings' effects. Don't worry about the rest of the gods, unless you're trying to grow villas to their highest levels or your mission demands a truly heroic level of citywide Culture.



AGAIN, REFER TO THE "RELIGION" SECTION OF THE "GAME CONCEPTS" CHAPTER FOR A FULL DISCUSSION OF RELIGION AND DIVINE FAVOR EFFECTS.

This building type includes:

- Bacchus temple
- Ceres temple
- Jupiter temple
- Mars temple
- Mercury temple



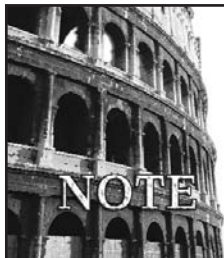
## Trade & Storage Buildings

After you pay to open trade with another city on the Map screen, a new structure—a trade depot or port for that city—can be built on the City screen. That structure controls all trade with the foreign city.

Trade depots and ports have an orders menu that lets you adjust which goods you are currently buying and selling. Click the various buttons to toggle imports or exports on and off.

Each port or depot also has commodity sliders that adjust how much of a commodity can be stocked in the depot or port at one time. This has two main functions. First, it gives you some control over how much of each item you are importing or exporting. For example, if you're exporting iron and you set the slider to five units, only five units will be stockpiled here at any given time. Consequently, each time the trader arrives, he'll get a maximum of five units of your iron.

The second function is to make sure the depot doesn't get too crowded with one good, limiting your ability to stock another. For example, if you're exporting both timber and jewelry, and you have not adjusted either slider, the depot can possibly get fully stocked with timber. This isn't desirable, because now your jewelry can't get into the trader's hands. The solution is to put a cap of, say, 16 units on the timber, so there's always room for jewelry.



IMPORTS TAKE UP SPACE, JUST LIKE EXPORTS. IF THERE'S NO WAREHOUSE THAT ACCEPTS THE GOODS YOU'RE IMPORTING, THEY MAY END UP SITTING IN THE TRADE DEPOT INDEFINITELY. A TRADE DEPOT OR PORT CAN HOLD A TOTAL OF 32 UNITS OF TRADE GOODS AT ANY GIVEN TIME.

### THE RESOURCE ADVISOR

The sliders and buttons on each trade depot or port allow you to control imports and exports. But you can take still *more* control by visiting the resource section of the Advisors screen.

The Resource screen has several valuable features. First, it shows you the price of every import and export, and lets you see how much of each commodity is in your city.

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Second, it allows you to turn the trading of every commodity on or off from a single, unified screen, rather than by locating each individual depot or port and clicking its imports or exports on or off.

Finally, and most importantly, it lets you set import and export limits, which give you control over how much of each item you import and export. If you care about how much of an item you're buying or selling, this is a *much more powerful tool* than the sliders in individual ports or depots.

The import limit ensures that you won't import too much of a given item. If you set salt's import limit to 10, for example, your traders will not buy salt as long as there are at least 10 units stored in your city. Once the citywide salt total drops below 10, however, they'll start buying again.

The export limit lets you specify a certain "reserve amount" of an item that you want to stockpile. For example, if Caesar demands 20 units of marble, you can put the marble reserve at 20. That way your traders will only sell marble if you have in excess of 20 units; if you've got 20 or less, they will not sell, so you're sure to have enough to meet that demand.

Import and export limits work hand in hand with the stock limits at individual depots or ports. This is particularly handy for very expensive imports. For example, set the ivory import limit at 10 at the Resource section of the Advisor screen. This ensures that you will never have more than 10 ivory on hand. Now, adjust the ivory limit at your trade port to 3. This ensures that will you never have more than 10 ivory in the city and that your traders will buy only 3 ivory at any given time. This prevents your traders from buying, say, 9 ivory at once, which can send a financially weak city spiraling into debt.

If storage is limited, it's okay to use trade depots and ports as temporary warehouses. Over the long haul, it's best to place a warehouse next to the depot or port and specialize it in the depot's or port's goods.

For a more detailed description of how trade works, see the "Trade" section of the "Game Concepts" chapter.

This building type includes:

- Granary
- Trade depot
- Trade port
- Warehouse

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## Walls & Fortifications

It's possible to go through an entire mission without placing a single military structure. If you throw all your resources into your economy, you can usually earn enough denarii to bribe away all barbarian attacks.

If you choose to fight, however, you need some of these buildings. And—in the case of city walls—you may find uses for military structures that have little to do with actual defense.

Fortifications include walls and structures such as gatehouses and towers that enhance the usefulness of walls.

This building type includes:

Gatehouse

Tower

Wall

## Water Supply

Water is essential for city health; without water, housing structures cannot grow to their maximum size. City health is boosted by water access, particularly by fountains, which are healthier than wells. Water is also necessary for bathhouses, which are in turn an integral part of the city's health care.

All three housing types require fountain water in order to evolve.



### NOTE

WATER FACILITIES ARE STAFFED BY EQUITES.

This building type includes:

Aqueduct

Fountain

Pump house

Reservoir

Well



## Building Stats

The following information is listed for each building in the game.

---

**Cost:** Item cost in denarii

**Employs:** How many workers it employs, and what type (pleb or equite)

**Desirability:** Positive or negative effect on local Desirability, represented as a number

**Desirability Range:** Range of the building's positive or negative Desirability effect, in "tiles" (small squares); larger numbers mean wider effect

**Desirability Step:** How much the Desirability modifier decreases with each "step" away from the building. For example, a building with a Desirability of 20, a Desirability Range of 10, and a Desirability Step of 2 has 20 Desirability at the source; then, with each "step" away from it, Desirability drops off by two, until at 10 steps away the Desirability effect is zero. If the Desirability Step was zero, on the other hand, the building would maintain its 20 Desirability throughout its entire range

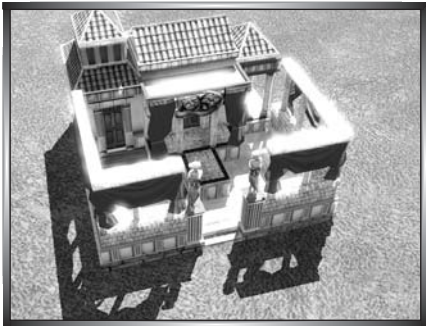
**Service Range:** For buildings that provide a service, this stat indicates how far their service extends

**Produces:** What products, if any, the building produces. Note that this doesn't cover "intangibles" such as services, but only physical products that may be transported

**Consumes:** What products, if any, the building needs in order to function. Note that this doesn't cover "intangibles" such as services, but only physical products that may be transported

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## Actor Guild

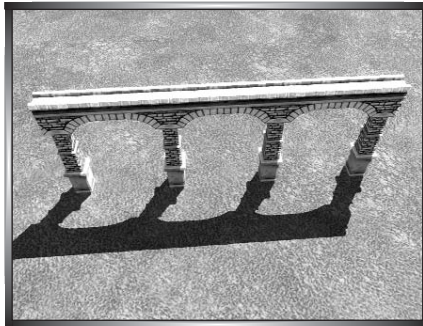


Cost:	60
Employs:	21 Equites
Desirability:	-5
Desirability Range:	5
Desirability Step:	1
Produces:	—
Consumes:	—

The actor guild provides actors for the theater. It requires no special resources.

To ensure uninterrupted theater performances, make sure that both the actor guild and the theater are well staffed and that the guild is close to the theater.

## Aqueduct



Cost:	3
Employs:	—
Desirability:	-1
Desirability Range:	2
Desirability Step:	0
Produces:	—
Consumes:	—

Aqueducts connect reservoirs to pump houses. You can build chains of aqueducts, thereby fueling several reservoirs with a single pump house.

Since aqueducts get in the way of other buildings, some of the first things to build on any map are a pump house, reservoir, and the aqueduct connecting the two. With these things all in place, it's easy to build around them. It's no fun to place the other buildings first and then realize there's no room for the aqueduct.

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**TIP** ROADS CAN PASS UNDER AQUEDUCTS, BUT ONLY IF THEY RUN DIRECTLY BETWEEN TWO OF THE COLUMNS. YOU MAY NEED TO ADJUST YOUR ROAD OR AQUEDUCT IN ORDER TO MAKE THE TWO SYSTEMS COEXIST.

## Arena



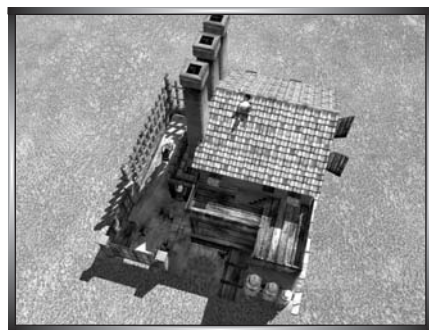
Cost:	200
Employs:	42 Equites
Desirability:	2
Desirability Range:	36
Desirability Step:	0
Produces:	—
Consumes:	—

The arena is a good midgame entertainment venue. After placing the theater, place the arena next. Like the theater, it's big and has a wide range of influence. It also demands the gladiator guild.

Because the arena needs a gladiator guild and the gladiator guild requires weapons, wait to place an arena in your city until weapons are available (either through production or trade).

An arena plus a theater will cover your villas' early game entertainment requirements, but to reach the highest levels of evolution, the villas need more.

## Armor Factory



Cost:	75
Employs:	63 Plebs
Desirability:	-30
Desirability Range:	20
Desirability Step:	1
Produces:	Armor
Consumes:	Iron, Timber

Armor factories consume iron and wool, and produce armor. See the "Military Factories" section earlier in this chapter for guidelines on when you need to build weapons and armor, and when you don't.



If no nearby cities accept armor in trade and you plan to fight a little (you will possibly fight early battles and then start bribing barbarians later, or vice versa), consider making only weapons. Similarly, if you are forced to import iron, think about using your limited iron supply for weapons alone.

If your need for weapons and armor is small, build one weapon factory and one armor factory, plus a single iron mine to service them both. If your needs are greater, two iron mines and two each of weapons and armor factories will usually do the trick.

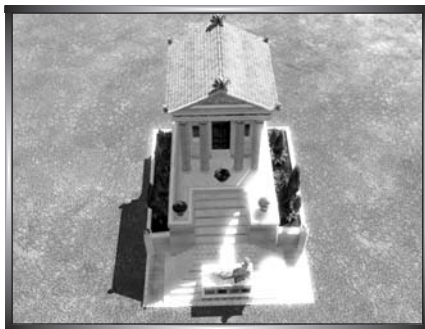
## Bacchus Shrine



Cost:	50
Employs:	15 Equites
Desirability:	2
Desirability Range:	24
Desirability Step:	0
Produces:	—
Consumes:	—

The Bacchus shrine spreads worship of Bacchus. Worship of Bacchus provides benefits to wine production, city desirability, and the Happiness of patricians.

## Bacchus Temple



Cost:	150 + 1 Marble
Employs:	33 Equites
Desirability:	9
Desirability Range:	48
Desirability Step:	0.1
Produces:	—
Consumes:	—

Bacchus temples increase coverage of Bacchus worship. This may provide a range of beneficial city effects, including enhanced patrician Happiness.

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## Barbershop



Cost:	30
Employs:	12 Equites
Desirability:	5
Desirability Range:	36
Desirability Step:	0.1
Produces:	—
Consumes:	—

Barbershops are small hygiene buildings. Their presence helps prevent the spread of disease and illness in your city.

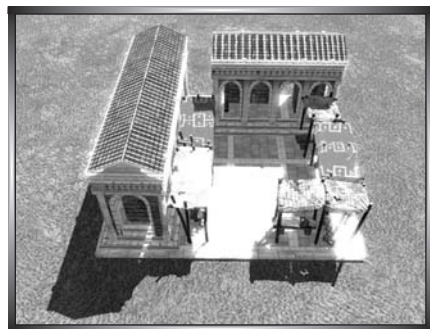
Barbershops have a small radius of effect; consider them "helper" buildings, adding to the prevention effects of bathhouses but never substituting for them.

Early on, don't worry about barbershops. Bathhouses will keep the city reasonably healthy. Later, as the population swells, start placing barbershops to augment the city's health and boost your Culture rating.



IF YOUR VILLAS  
WON'T GROW  
BECAUSE OF HEALTH  
DEMANDS, AND THEY  
ALREADY HAVE BATHHOUSE  
COVERAGE, A LOCAL  
BARBERSHOP MAY BE JUST  
WHAT THEY NEED.

## Basic Goods Market

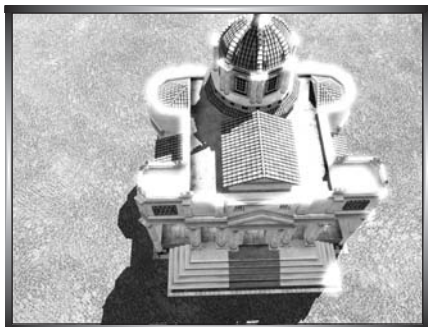


Cost:	175
Employs:	27 Plebs
Desirability:	0
Desirability Range:	0
Desirability Step:	0
Produces:	—
Consumes:	Collects Clothing, Glass, Olive Oil, Pottery

A basic goods market should be one of the first things you build, along with a food market. Basic goods make a contribution to the Happiness of all classes. Plus, basic goods are necessary for insulae to evolve.

Of course, don't build the basic goods market until your factories are churning out products and these goods start appearing in your warehouses.

## Basilica



Cost:	400
Employs:	36 Equites
Desirability:	5
Desirability Range:	36
Desirability Step:	0.1
Produces:	—
Consumes:	—

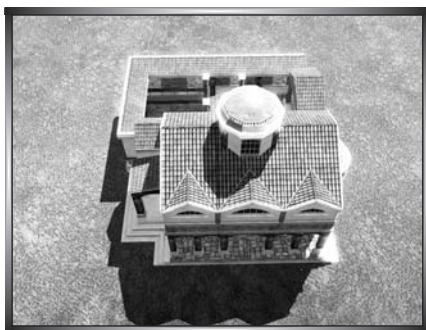
After placing a forum to meet your villas' initial justice needs, consider building a basilica. The basilica is costly, but it has a wide range of effect, and provides a necessary Culture boost that is necessary in Culture-intensive scenarios.

You may only build one basilica per city. Because of the basilica's far reach, you can place it somewhat apart from your main residential neighborhoods. It provides a good deal of Culture for your city.



**NOTE**  
BASILICAS REQUIRE A GOVERNOR'S RESIDENCE IN ORDER TO FUNCTION.

## Bathhouse



Cost:	70
Employs:	38 Equites
Desirability:	10
Desirability Range:	48
Desirability Step:	0.1
Produces:	—
Consumes:	—

Bathhouses improve your city's hygiene. Their presence helps prevent the spread of disease and illness in your city. You must place bathhouses in areas with working water coverage for them to function.

Since bathhouses are available in most missions and have wide-ranging effects, you should place one immediately, somewhere near your initial cluster of housing. The bathhouse takes care of your city's health needs

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for much of the early game. Later on, as population and needs grow, add barbershops.

If your city grows to the point where some buildings are outside the bathhouse radius, consider adding more bathhouses. They are the main illness-prevention structure in *Caesar IV*.

## Bridge



Cost: 200-500 (Depends on Length)

Employs:	—
Desirability:	0
Desirability Range:	0
Desirability Step:	0
Produces:	—
Consumes:	—

Standard bridges span short bodies of water. Ships cannot pass beneath them, however, so if you build one, be certain it's not blocking the path of trading ships. Refer to the Map screen to guesstimate where trading ships will appear, and use a ship bridge if necessary.

Bridges must be connected to roads on both ends. If they lack this road access, they will not be used.

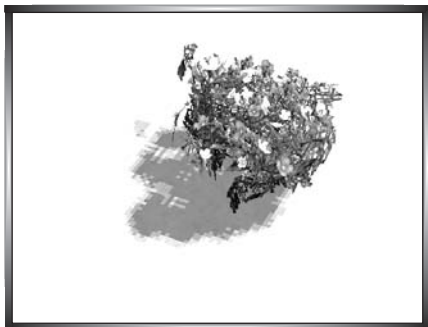
## Bush, Large



Cost:	20
Employs:	—
Desirability:	3
Desirability Range:	9
Desirability Step:	0
Produces:	—
Consumes:	—

Decorative objects' sole purpose is to enhance local Desirability. Larger objects have more effect than smaller ones. To enhance Desirability in an area, add decorative objects that fit the available space. Add as many as necessary to achieve the desired result.

## Bush, Small



Cost:	40
Employs:	—
Desirability:	1
Desirability Range:	6
Desirability Step:	0
Produces:	—
Consumes:	—

Decorative objects' sole purpose is to enhance local Desirability. Larger objects have more effect than smaller ones. To enhance Desirability in an area, add decorative objects that fit the available space. Add as many as necessary to achieve the desired result.

## Bust

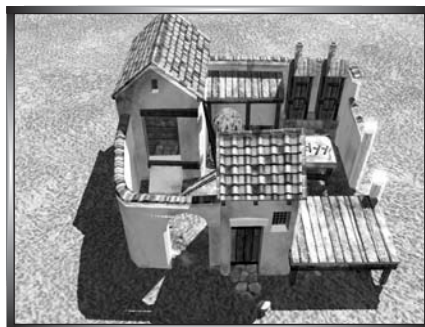


Cost:	25
Employs:	—
Desirability:	5
Desirability Range:	5
Desirability Step:	0
Produces:	—
Consumes:	—

Decorative objects' sole purpose is to enhance local Desirability. Larger objects have more effect than smaller ones.

To enhance Desirability in an area, add decorative objects that fit the available space. Add as many as necessary to achieve the desired result.

## Cattle Farm



Cost:	40
Employs:	33 Plebs
Desirability:	-10
Desirability Range:	10
Desirability Step:	1
Produces:	Meat
Consumes:	—

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Cattle farms take a bit longer to produce food than grain or vegetable farms, but once they start, they produce slightly more food (thanks to cattle pastures' larger size). They are neither better nor worse than grain or vegetable farms and should be placed just as often.



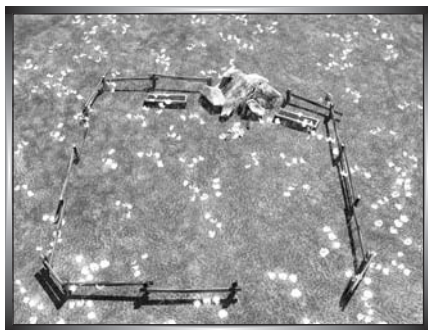
IF YOU PLAN TO HAVE A COLISEUM, YOU'LL NEED CATTLE FARMS, SINCE COLISEUMS REQUIRE AN ANIMAL TRAINER GUILD, WHICH NEEDS MEAT.

Cattle pastures are slightly bigger than grain and vegetable fields. They also produce slightly more food, although they take longer to start generating food than the fields do. Over time, however, a grain field, vegetable field, and cattle pasture will generate similar amounts of food, so there's no reason to use one type more than the other.



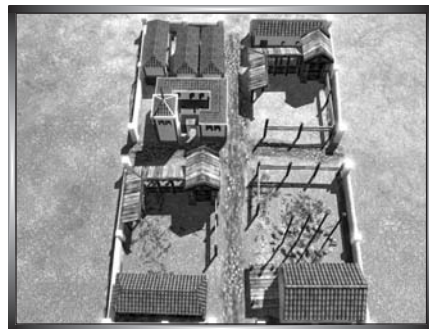
SINCE CATTLE PASTURES ARE BIGGER THAN THE OTHER TWO FOOD FIELDS, CONSIDER PLACING THEM FIRST; OTHERWISE, YOU MIGHT RUN OUT OF ROOM FOR THEM.

## Cattle Pasture



Cost:	15
Employs:	—
Desirability:	-10
Desirability Range:	20
Desirability Step:	0.5
Produces:	Meat
Consumes:	—

## Cavalry Auxiliary Fort



Cost:	750
Employs:	—
Desirability:	-30
Desirability Range:	40
Desirability Step:	0.5
Produces:	—
Consumes:	—



Cavalry auxiliary forts produce cavalry auxiliaries, which require food, weapons, and armor. They are the fastest troops available to you and are therefore the best at quickly responding to attacks. They're also good at crashing into the enemy's flank while you're engaging them from the front with other troops.

We recommend cavalry auxiliaries as support troops and as early responders who can prevent barbarians from trashing your outlying buildings.

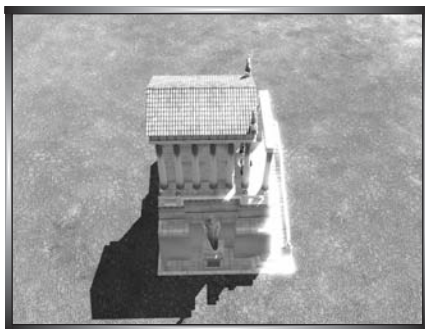
## Ceres Shrine



Cost:	50
Employs:	15 Equites
Desirability:	2
Desirability Range:	24
Desirability Step:	0
Produces:	—
Consumes:	—

The benefits of a Ceres shrine are geared mainly toward increasing your food and agricultural materials production.

## Ceres Temple



Cost:	150 + 1 Marble
Employs:	33 Equites
Desirability:	9
Desirability Range:	48
Desirability Step:	0.1
Produces:	—
Consumes:	—

Ceres's temple boosts Ceres worship; this may result in an increase in the city's harvests.

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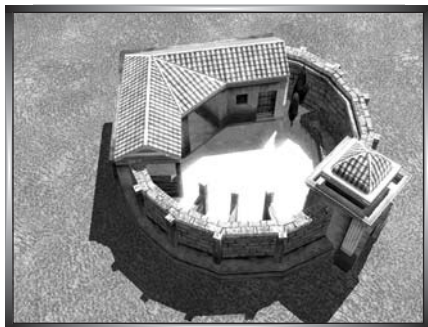
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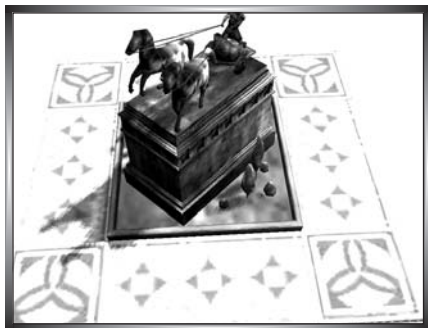
## Charioteer Guild



Cost:	60
Employs:	31 Equites
Desirability:	-10
Desirability Range:	10
Desirability Step:	1
Produces:	—
Consumes:	Timber

The charioteer guild is required for the circus and needs a small supply of timber in order to build the chariots. Place it as close to the circus as possible.

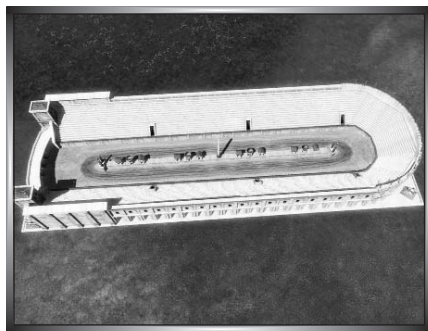
## Chariot Statue



Cost:	100
Employs:	—
Desirability:	20
Desirability Range:	20
Desirability Step:	0.5
Produces:	—
Consumes:	—

Decorative objects' sole purpose is to enhance local Desirability. Larger objects have more effect than smaller ones. To enhance Desirability in an area, add decorative objects that fit the available space. Add as many as necessary to achieve the desired result.

## Circus



Cost:	1,000
Employs:	99 Equites
Desirability:	5
Desirability Range:	48
Desirability Step:	0
Produces:	—
Consumes:	—

The circus is the biggest entertainment venue in the game. This monstrosity requires acres of land and a charioteer guild; without this guild, it cannot function. Fortunately, you don't need to place the circus near housing. One circus will entertain the entire city, regardless of where it's located! Therefore, consider putting it as far away from everything else as possible. (It does need a road connection, however.)

The circus is best placed late in the game, when you have the denarii to build it, the equites to staff it, and a slew of villas that need one last entertainment boost in order to grow to their maximum size.

## Clay-Digging Camp



Cost:	40
Employs:	27 Plebs
Desirability:	-20
Desirability Range:	20
Desirability Step:	1
Produces:	Clay
Consumes:	—

Clay-digging camps produce the clay needed for pottery factories. Place pottery factories nearby to ensure efficient pottery making.

## Clinic



Cost:	35
Employs:	22 Equites
Desirability:	4
Desirability Range:	36
Desirability Step:	0.1
Produces:	—
Consumes:	—

Clinics are treatment facilities; they minimize the effects of illness and disease. They fill the same role as hospitals, but they're smaller, cheaper, and have somewhat less overall effect.

Double up clinics with hospitals to provide maximum health care for villas, use them by themselves to provide cheap health care for lower-class housing, or pepper the city with them (in addition to hospitals) to help max out your Culture rating.

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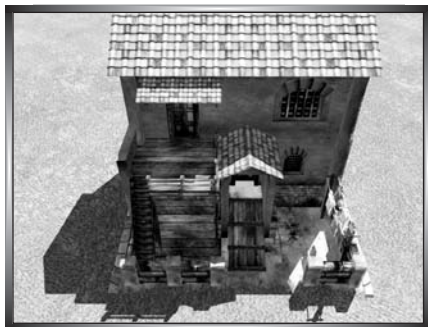
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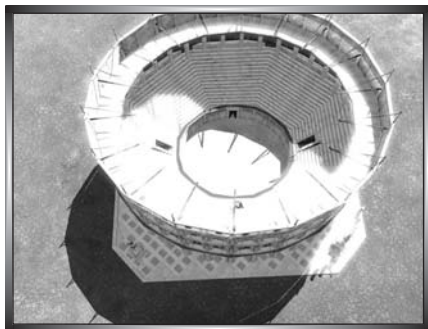
## Clothing Factory



Cost:	50
Employs:	40
Desirability:	-20
Desirability Range:	15
Desirability Step:	1
Produces:	Clothing
Consumes:	Wool

Clothing factories consume wool and produce clothing. Place them as close as possible to sheep farms, and try placing a specialized warehouse nearby to handle wool.

## Coliseum

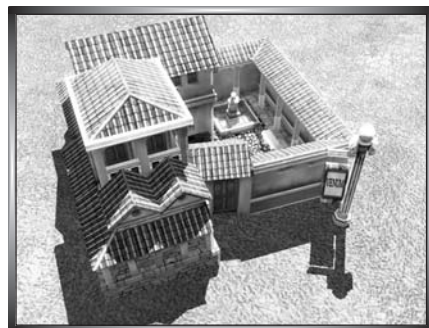


Cost:	500
Employs:	54 Equites
Desirability:	2
Desirability Range:	36
Desirability Step:	0
Produces:	—
Consumes:	—

The coliseum is more than twice the size of the arena. It is one of the toughest structures in the game to position, due to its size and its need to be near housing. Other structures, such as forts and the circus, are also huge, but you can place forts almost anywhere that's *not* close to housing, and the circus can be anywhere and still entertain people.

The coliseum demands a working trainer guild.

## Domus



Cost:	65
Employs:	—
Desirability:	0
Desirability Range:	0

Desirability Step:

Produces: —

Consumes: Various Goods & Services

Domi house equites. They hold between 40 and 80 of these middle-class citizens.

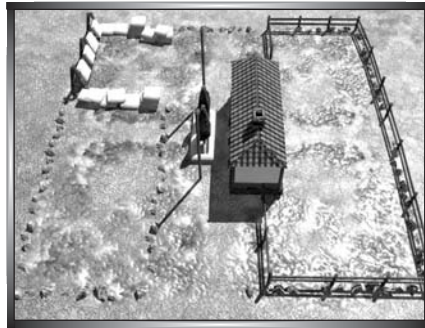
### Domus Levels

Level	Required	Occupants
Small Domus	—	40
Medium Domus	Fountain Water, Luxury Goods (1 Type)	60
Large Domus	Previous Requirements + 2nd Luxury Goods Type + City Walls	80

Domi, like insulae, don't require great Desirability (though they do need some). But they are somewhat harder to grow to their largest size because they require city walls. Fulfill this requirement by enclosing only the domi, or you can ignore the demand and get by with medium domi.

Unlike plebs, equites aren't needed in great numbers in the early game. You can place just a couple of domi to start with. Leave room to add more later, though, as many equites are needed when you start adding service buildings (libraries, theaters, temples, basilicas) to your city.

## Drill Yard



Cost:	300
Employs:	54 Equites
Desirability:	-30
Desirability Range:	40
Desirability Step:	0.5
Produces:	—
Consumes:	—

The drill yard is a place where soldiers train to improve their defensive skills. (Offensive skills and Morale can only be improved through battle.)

Build a drill yard, and then send soldiers from your forts there to train. You can leave them here for months at a time, but keep an eye on their Morale. If it sinks, send them back to their forts, where it can slowly rebuild. (Morale cannot rise unless soldiers are resting in their forts and well-provisioned with food.)

Drill yards are not necessary, but they should be built whenever possible. Tougher troops allow you to make do with fewer forts, and that in turn lessens your military costs.

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## REPUBLIC CAMPAIGN

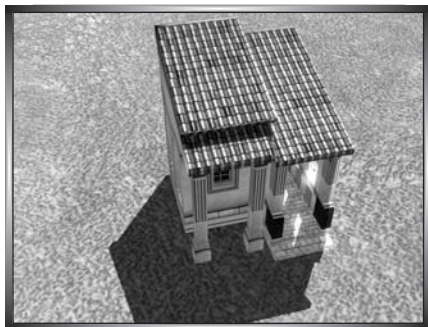
## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

## Engineering Office

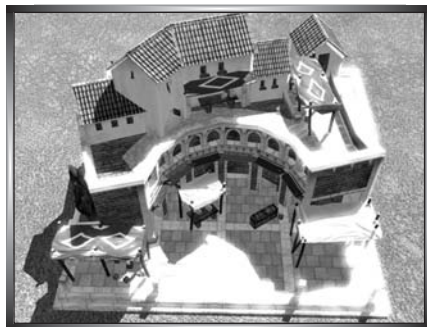


Cost:	25
Employs:	22 Plebs
Desirability:	-6
Desirability Range:	6
Desirability Step:	1
Produces:	—
Consumes:	—

Engineering offices, like prefect offices, should be placed near every major cluster of buildings. These offices prevent spontaneous building collapse.

Whenever you start a new game, a prefect and an engineering office should be among the first buildings you place.

## Exotic Goods Market



Cost:	300
Employs:	39 Plebs
Desirability:	10
Desirability Range:	10
Desirability Step:	1
Produces:	—
Consumes:	Collects Exotic Goods

Exotic goods markets are necessary only for patricians, and even *they* can get by without those goods for quite a while. You only need an exotic goods market if you're focusing on building up the value of your patricians' villas.



IF YOUR MAIN SOURCE OF INCOME IS TRADE, DON'T IMPORT EXOTICS. IF YOU'RE

RELYING ON TAXES FOR YOUR PRINCIPAL INCOME, HOWEVER, YOU'LL NEED EXOTICS AS SOON AS POSSIBLE TO GROW THOSE VILLAS.



Since exotic goods cannot be produced locally, they require no factories. Instead, you must set up a trading port or post, and then order exotic goods. Don't build the market until the first load arrives.

Exotic goods are extremely expensive, so it's not necessary to keep your exotic goods market fully stocked at all times. Cut back on the imports if your villas have some exotic goods stockpiled and you're in dire need of denarii.

## Food Market



Cost:	125
Employs:	18
Desirability:	0
Desirability Range:	0
Desirability Step:	0
Produces:	—
Consumes:	Collects Grain, Meat, Vegetables

When you start your game, immediately place a food market as close to your residential area as possible.

If you've packed all your initial housing into one general area (which is often a good idea), one food market will serve the entire city until it gets quite large. Keep an eye on it, though. If it's regularly empty even though your granaries and farms contain food, your citizens are grabbing food faster than the market can restock it. Consider adding a second market.

An extra food market is also advisable if you add a new block of housing that's separate from the first one. For example, if you add a new cluster of villas that's nowhere near your pleb and equite housing, give it a food market. Otherwise the patricians will have to walk too far to get their food.



WHILE MESS HALLS CONSUME TONS OF FOOD, THEY TAKE IT RIGHT FROM GRANARIES OR FARMS. THEREFORE, IT'S NOT NECESSARY TO BUILD A FOOD MARKET NEAR YOUR FORTS OR MESS HALLS. YOU MAY, HOWEVER, NEED TO ADD MORE FARMS AND FIELDS TO KEEP UP WITH YOUR SOLDIERS' BIG APPETITES.

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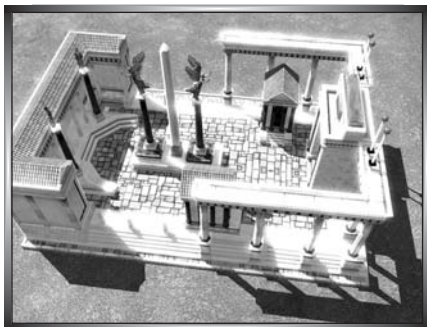
## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

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# CAESAR™ IV

## Forum



Cost:	200
Employs:	22 Equites
Desirability:	5
Desirability Range:	36
Desirability Step:	0.1
Produces:	—
Consumes:	—

Forums are justice providers. If basilicas are not available in your current mission, or if they aren't doing the job (either for villa growth requirements or for citywide Culture levels), dot your residential areas with forums to up the Justice levels.

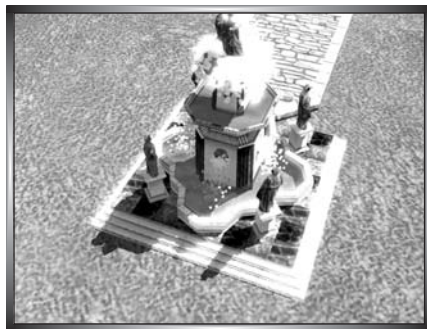
Unlike basilicas, forums do not require a governor's residence in order to function. You may also place several of them in your city.



### NOTE

CLICKING ON A FORUM REVEALS YOUR CURRENT RATINGS (CULTURE, FAVOR, PROSPERITY, SECURITY) AND UNEMPLOYMENT LEVELS. THIS IS A NICE SHORTCUT FOR CHECKING VITAL INFORMATION WITHOUT GOING TO THE ADVISORS SCREEN.

## Fountain



Cost:	15
Employs:	3 Equites
Desirability:	2
Desirability Range:	12
Desirability Step:	0
Produces:	—
Consumes:	—

Fountains provide water to nearby housing. They're necessary for all three housing types' evolution.

Workers from houses can get fountain water even if the fountain isn't handy. But since citizens' time is valuable, it's best to make sure everyone has easy fountain access. Fountains are so cheap and beneficial (remember their Desirability boost) that it pays to have several of them.

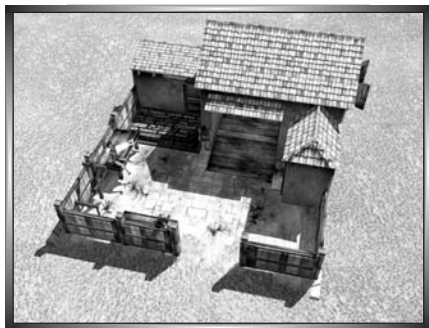


## NOTE

PATRICIANS DON'T NEED TO GATHER WATER FROM FOUNTAINS. THEY AUTOMATICALLY GET THEIR WATER PIPED DIRECTLY INTO THEIR VILLAS, AS LONG AS THERE IS A FUNCTIONAL RESERVOIR WITHIN RANGE.

Fountains need road access in order to function. They must also be within the radius of a working reservoir.

## Furniture Factory



Cost:	50
Employs:	48 Plebs
Desirability:	-10
Desirability Range:	10
Desirability Step:	1
Produces:	Furniture
Consumes:	Timber

Furniture factories consume timber and produce furniture. Place them as close as possible to timber-cutting camps, and try to place a specialized warehouse nearby to handle timber.

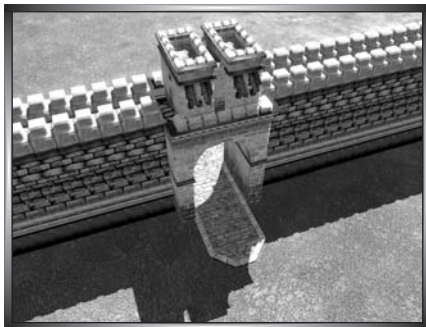


TIMBER IS USED IN FURNITURE AND WEAPON FACTORIES.

IF YOU HAVE BOTH

FACTORY TYPES, PERIODICALLY CHECK THAT BOTH ARE GETTING SUFFICIENT TIMBER. IF NOT, BUILD ANOTHER CAMP.

## Gatehouse



## GAME CONCEPTS

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Cost:	100
Employs:	45 Plebs
Desirability:	-15
Desirability Range:	12
Desirability Step:	1
Produces:	—
Consumes:	—

Gatehouses allow your citizens to travel through walls while keeping the barbarians out. To get the complete benefits of walls, you must use gatehouses; otherwise, you must either seal your citizens in or leave gaps in the walls, which renders them useless.

Gatehouses can be tricky to position. The easiest way to build them is as follows:

1. Build roads that will go into the walled-off area.
2. Build your walls. Gaps will automatically be left wherever the walls cross roads.
3. Select the gatehouse structure and position your cursor over one of these wall gaps. The gatehouse outline should appear. If the outline does not appear, or if it does appear but it is oriented improperly, left-click and hold, then drag the mouse. This rotates the gatehouse.
4. When the gatehouse outline is properly aligned, a doorway appears that leads through the wall. Release the mouse button.

Whenever barbarians get too close to a gatehouse, the gatehouse workers will attack them.

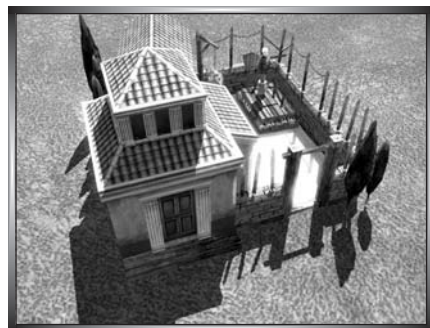


WALLS ARE NOT CONSIDERED COMPLETE IF YOU LEAVE GAPS IN THEM. GATEHOUSES ARE THE ONLY WAY TO MAKE THEM COMPLETE WHILE STILL RETAINING CITIZENS' ABILITY TO TRAVEL THROUGH THEM.



GATEHOUSES TAKE A LOT OF MANPOWER. IF YOU'RE SHORT ON LABOR, CONSIDER MOTHBALLING SOME GATEHOUSES TO FREE UP MANPOWER. THEN REOPEN THE GATEHOUSES WHEN THE BARBARIANS ARE AT THE GATES.

## Gladiator Guild



## GAME CONCEPTS

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Cost:	60
Employs:	30 Equites
Desirability:	-10
Desirability Range:	10
Desirability Step:	1
Produces:	—
Consumes:	Weapons

The gladiator guild is necessary for the arena. Like other guilds, place the gladiator guild near the entertainment venues it serves—but not directly adjacent to housing (if possible).

Weapons are required for the gladiator guild to function. Compared to a growing fort, however, the guild has minimal weapons requirements, so it's fine to just import a few weapons per year for its use.

## Glass Factory

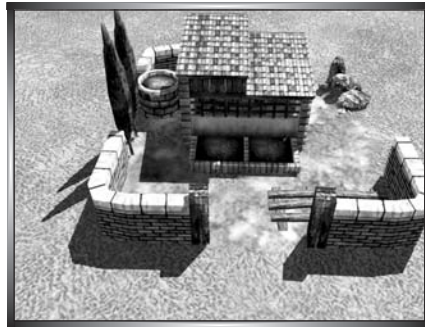


Cost:	50
Employs:	40 Plebs
Desirability:	-20
Desirability Range:	15

Desirability Step:	1
Produces:	Glass
Consumes:	Sand

Glass factories consume sand and produce glass. Place them as close as possible to sand-collecting camps, and try to place a specialized warehouse nearby to handle sand.

## Gold-Mining Camp

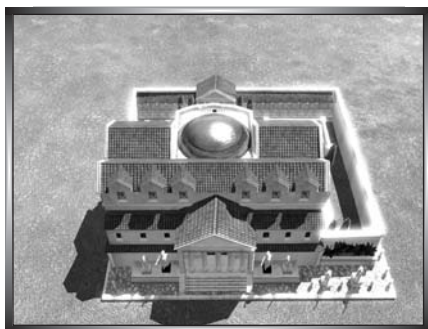


Cost:	40
Employs:	42 Plebs
Desirability:	-20
Desirability Range:	20
Desirability Step:	1
Produces:	Gold
Consumes:	—

Gold-mining camps generate the gold that is used in jewelry factories. Place jewelry factories nearby to ensure efficient jewelry making.

# CAESAR™ IV

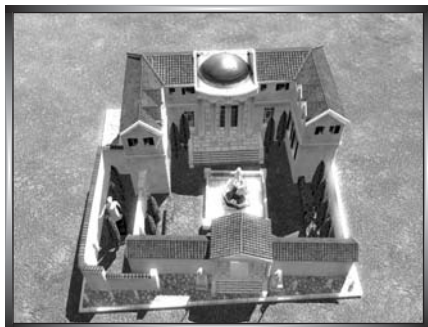
## Governor's Estate



Cost:	400
Employs:	3 Equites
Desirability:	35
Desirability Range:	64
Desirability Step:	0.5
Produces:	—
Consumes:	—

The governor's estate sends out workers to activate your basilica. This is the largest of the governor's residences, with a large footprint and price tag, and a correspondingly high effect on local Desirability.

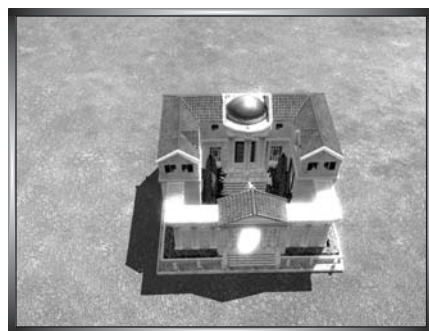
## Governor's Mansion



Cost:	300
Employs:	3 Equites
Desirability:	30
Desirability Range:	48
Desirability Step:	0.6
Produces:	—
Consumes:	—

The governor's mansion sends out workers to activate your basilica. It is the middle of the three governor's residence options, costing more than a governor's villa (and providing more Desirability) but less than a governor's estate.

## Governor's Villa



Cost:	200
Employs:	3 Equites
Desirability:	25
Desirability Range:	32
Desirability Step:	0.7
Produces:	—
Consumes:	—



The governor's villa sends out workers to activate your basilica. The villa is the cheapest of the three possible governor's residences, but it also has the lowest positive impact on local Desirability.

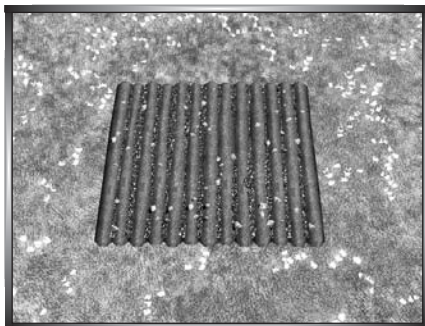
## Grain Farm



Cost:	40
Employs:	30 Plebs
Desirability:	-10
Desirability Range:	10
Desirability Step:	1
Produces:	Grain
Consumes:	—

Grain farms are the "default" farm type; they are available from the start in campaign missions and can be placed on just about any map type. Place them as close as possible to their corresponding fields.

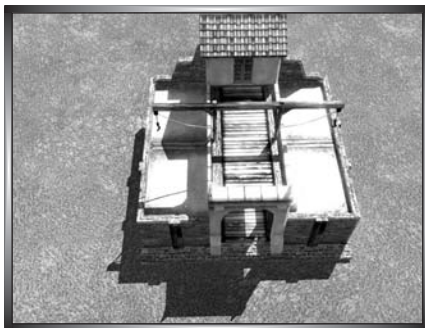
## Grain Field



Cost:	20
Employs:	—
Desirability:	-10
Desirability Range:	10
Desirability Step:	1
Produces:	Grain
Consumes:	—

Grain fields are medium-sized areas where grain is raised. They are functionally identical to vegetable fields, except for the final product.

## Granary



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Cost:	80
Employs:	18 Plebs
Desirability:	-15
Desirability Range:	12
Desirability Step:	1.25
Produces:	—
Consumes:	Collects Grain, Meat, Vegetables

Granaries store only food. That means they handle grain, vegetables, and cattle, but *not* grapes, olives, or sheep (which are considered raw materials).

A granary holds up to 32 units of any food type. For example, it could hold 32 grain or it could hold 16 grain, 8 cattle, and 8 vegetables.

You usually need only one granary in the game's early stages. If this granary fills up completely, build a second one, or build other structures (such as mess halls or extra food markets) that will reduce the logjam of food items at the granary.

Situate your granary somewhere between your farms and your food market(s). Food usually travels from farm to granary, and then from granary to market. If the granary is not located along the most direct path from farm to market, efficiency suffers.



WE PLACE OUR GRANARIES VERY CLOSE TO OUR FOOD MARKETS. THIS ALLOWS FOOD MARKET WORKERS TO RESTOCK THE MARKET QUICKLY.

DON'T PLACE GRANARIES NEXT TO FARMS, AS THIS DOESN'T HELP YOUR FOOD MARKET WORKERS. KEEP THE GRANARY CLOSE TO THE FOOD MARKET INSTEAD.

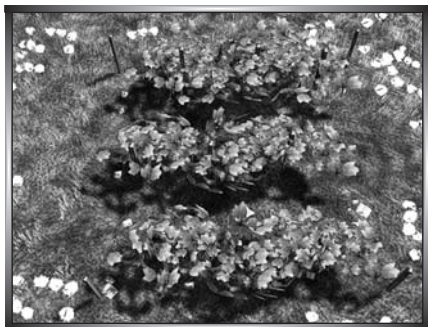
## Grape Farm



Cost:	40
Employs:	27 Plebs
Desirability:	-10
Desirability Range:	10
Desirability Step:	1
Produces:	Grapes
Consumes:	—

Place one grape farm for every two grape vineyards on the map. Grape farms produce grapes, which is turned into wine at wine factories. One grape farm is enough to provide wine for a small to medium-sized city.

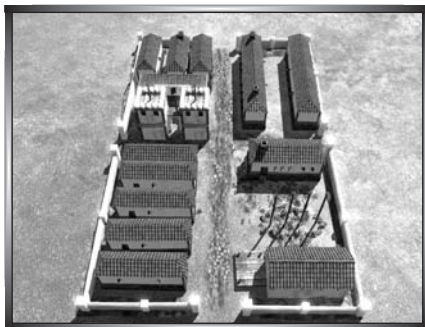
## Grape Vineyard



Cost:	25
Employs:	—
Desirability:	-10
Desirability Range:	10
Desirability Step:	1
Produces:	Grapes
Consumes:	—

Grape vineyards are the field component of grape farms. Along with olive groves, they're among the smallest fields in the game, so you can place them on patches of arable land that are too small for food production.

## Heavy Infantry Fort



Cost:	750
Employs:	—
Desirability:	-30
Desirability Range:	40
Desirability Step:	0.5
Produces:	—
Consumes:	—

Heavy infantry forts provide you with heavy infantry cohorts. Heavy infantry demand food, weapons, and armor. They are the most durable of all troops. For this reason we recommend building a heavy infantry cohort as the backbone of your army. However, remember that in some missions armor is *not* readily available; in these cases, consider using other troop types.

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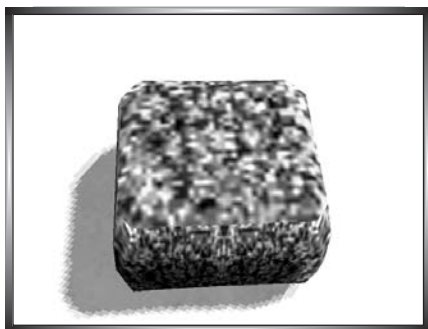
### EMPIRE CAMPAIGN

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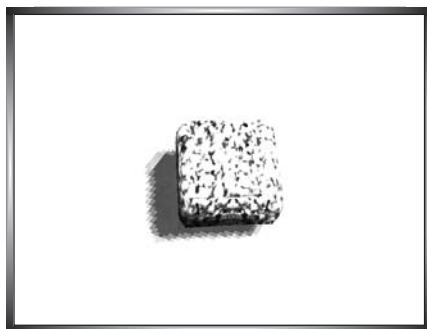
## Hedge, Large



Cost:	40
Employs:	—
Desirability:	3
Desirability Range:	9
Desirability Step:	0
Produces:	—
Consumes:	—

Decorative objects' sole purpose is to enhance local Desirability. Larger objects have more effect than smaller ones. To enhance Desirability in an area, add decorative objects that fit the available space. Add as many as necessary to achieve the desired result.

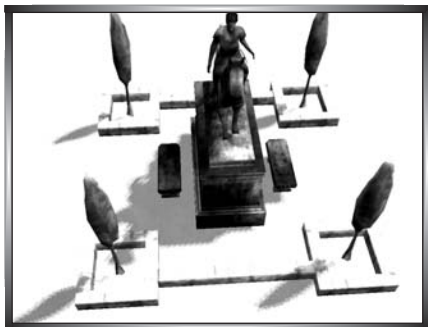
## Hedge, Small



Cost:	20
Employs:	—
Desirability:	1
Desirability Range:	6
Desirability Step:	0
Produces:	—
Consumes:	—

Decorative objects' sole purpose is to enhance local Desirability. Larger objects have more effect than smaller ones. To enhance Desirability in an area, add decorative objects that fit the available space. Add as many as necessary to achieve the desired result.

## Horseman Statue



Cost:	65
Employs:	—
Desirability:	15
Desirability Range:	16
Desirability Step:	0.5
Produces:	—
Consumes:	—

Decorative objects' sole purpose is to enhance local Desirability. Larger objects have more effect than smaller ones. To enhance Desirability in an area, add decorative objects that fit the available space. Add as many as necessary to achieve the desired result.

## Hospital



Cost:	125
Employs:	60 Equites
Desirability:	-10
Desirability Range:	6
Desirability Step:	2
Produces:	—
Consumes:	—

Hospitals limit the damage when your city contracts diseases or illnesses. Place one of these in your city when you start adding your second wave of housing—or sooner, if you develop a health emergency. The hospital will help ease the blow of such epidemics.

Hospitals should cover as much housing as possible, though you can get away with providing only clinics (or nothing, if you want to take risks) to some domi and insulae. Your villas should *always* have hospital coverage so they can grow to their maximum size, and your entire city needs hospitals if you're trying to maximize your Culture rating.

### GAME CONCEPTS

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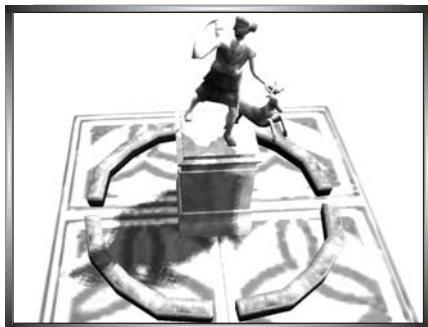
### EMPIRE CAMPAIGN

### SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

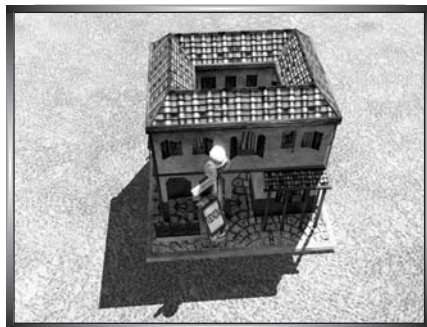
## Huntsman Statue



Cost:	50
Employs:	—
Desirability:	12
Desirability Range:	12
Desirability Step:	0.75
Produces:	—
Consumes:	—

Decorative objects' sole purpose is to enhance local desirability. Larger objects have more effect than smaller ones. To enhance Desirability in an area, add decorative objects that fit the available space. Add as many as necessary to achieve the desired result.

## Insula



Cost:	45
Employs:	—
Desirability:	0
Desirability Range:	0
Desirability Step:	0
Produces:	—
Consumes:	Various Goods & Services

Insulae are where your plebs live. They start out with the potential for 50 inhabitants, but easily grow to their largest size (100 inhabitants).

### Insula Levels

Level	Required	Occupants
Small Insula	—	70
Medium Insula	Basic Goods (1 Type)	110
Large Insula	Previous Requirements + 2nd Basic Goods Type + Fountain Water	150

Immediately place seven or eight insulae at the start of a typical mission. This gives you the labor force to get the wheels of production moving.



Insulae don't require great surroundings, but they won't fill up if Desirability is lacking. Simply add a section of plaza (or two) in front of any insula that lacks appeal.



CITYWIDE ENTERTAINMENT LEVELS ALSO AFFECT IMMIGRATION, SO IF YOU'RE REALLY IN A PINCH FOR PLEBS, ADD ENTERTAINMENT VENUES TO YOUR CITY.

We like to cluster insulae near domi (equites' residences) most of the time. That way both dwelling types can share nearby services.

## Iron-Mining Camp

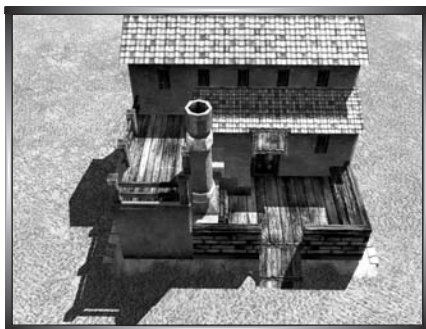


Cost: 40  
Employs: 42 Plebs  
Desirability: -20  
Desirability Range: 20

Desirability Step: 1  
Produces: Iron  
Consumes: —

Iron-mining camps generate a steady flow of iron, which is used in weapon factories, armor factories, and utensil factories. If you plan to have all three factory types, consider building at least two iron-mining camps.

## Jewelry Factory



Cost: 50  
Employs: 48 Plebs  
Desirability: -10  
Desirability Range: 10  
Desirability Step: 1  
Produces: Jewelry  
Consumes: Gold

Jewelry factories consume gold and produce jewelry. Place them as close as possible to gold-mining camps, and try to place a specialized warehouse nearby to handle gold.

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#### SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

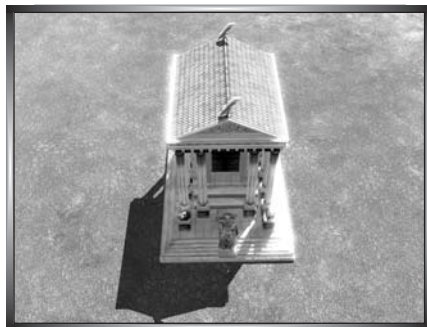
## Jupiter Shrine



Cost:	50
Employs:	15 Equites
Desirability:	2
Desirability Range:	24
Desirability Step:	0
Produces:	—
Consumes:	—

The Jupiter shrine spreads worship of Jupiter. In addition to preventing lightning strikes, Jupiter worship provides a wide array of benefits that includes smiting criminals and enemy invaders.

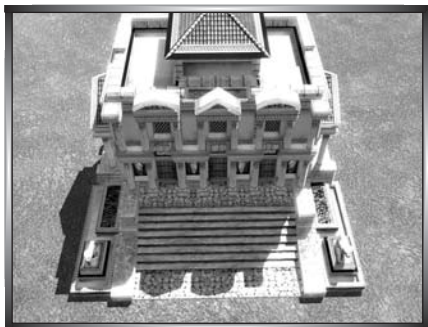
## Jupiter Temple



Cost:	150 + 1 Marble
Employs:	33 Equites
Desirability:	9
Desirability Range:	48
Desirability Step:	0.1
Produces:	—
Consumes:	—

Jupiter temples, like Jupiter shrines, provide beneficial effects—and help you avoid Jupiter's wrathful lightning strikes.

## Library



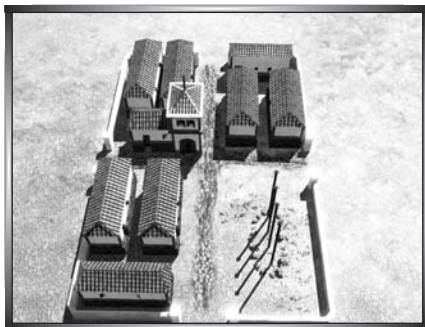
Cost:	250
Employs:	45 Equites
Desirability:	2
Desirability Range:	36
Desirability Step:	0
Produces:	—
Consumes:	—

The library is the largest education building, packing a big range that affects a lot of housing. It also demands a lot of equite workers, so avoid building libraries until your city has a surplus of equites. You can make do without education until then.

When you do place educational buildings, place a library first. Make sure it covers all of your villas, if possible, and as many other residential structures as is feasible. Then supplement it with schools to fill in the educational gaps.

If high Culture is a must, add extra libraries to ensure total coverage.

## Light Infantry Fort



Cost:	600
Employs:	—
Desirability:	-30
Desirability Range:	40
Desirability Step:	0.5
Produces:	—
Consumes:	—

Light infantry forts add light infantry cohorts to the map.

Light infantry requires food and weapons but does not need armor. It is best used in a support role, though it can be your main fighting force if armor is hard to come by.

### GAME CONCEPTS

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### CITY PLANNING

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### ADVANCED STRATEGIES

### KINGDOM CAMPAIGN

### REPUBLIC CAMPAIGN

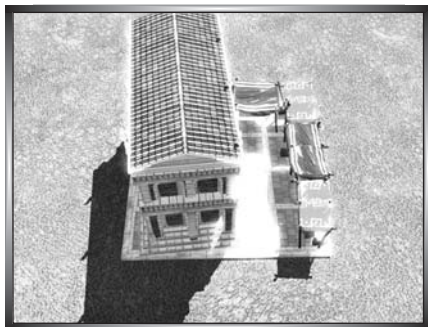
### EMPIRE CAMPAIGN

### SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

## Luxury Goods Market



Cost:	225
Employs:	31 Plebs
Desirability:	0
Desirability Range:	0
Desirability Step:	0
Produces:	—
Consumes:	Furniture, Jewelry, Utensils, Wine

Luxury goods markets are not needed right away, though it's best to have at least one type early on so your domi can grow to a respectable size.

Even if you do produce these goods early on, you can wait until the first luxury products start hitting the warehouses to build your first luxury market.

Consider adding a second luxury market if luxury goods are readily available in your warehouses but your market is often empty.

## Marble Quarry Camp



Cost:	40
Employs:	72 Plebs
Desirability:	-20
Desirability Range:	20
Desirability Step:	1
Produces:	Marble
Consumes:	—

Marble quarry camps produce the marble used for building temples. It's also a useful export in certain missions.

## Mars Shrine



## GAME CONCEPTS

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#### REPUBLIC CAMPAIGN

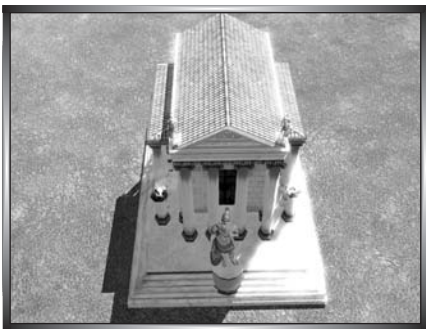
#### EMPIRE CAMPAIGN

#### SANDBOX MISSIONS & ONLINE PLAY

Cost:	50
Employs:	15 Equites
Desirability:	2
Desirability Range:	24
Desirability Step:	0
Produces:	—
Consumes:	—

The Mars shrine spreads worship of Mars. When worshipped extensively, Mars provides various martial benefits, including improved Attack values for your cohorts and improved production of weapons and armor.

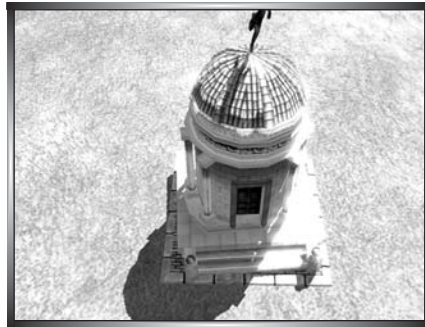
## Mars Temple



Cost:	150 + 1 Marble
Employs:	33 Equites
Desirability:	9
Desirability Range:	48
Desirability Step:	0.1
Produces:	—
Consumes:	—

Mars temples give a big boost to Mars worship and often result in an array of martial improvements for your city and cohorts.

## Mercury Shrine

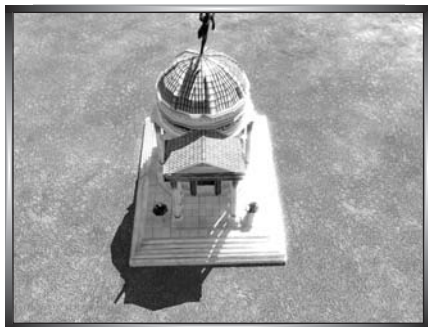


Cost:	50
Employs:	15 Equites
Desirability:	2
Desirability Range:	24
Desirability Step:	0
Produces:	—
Consumes:	—

The Mercury shrine spreads worship of Mercury. Devotion to Mercury can speed your workers and provide an array of financial benefits.

# CAESAR™ IV

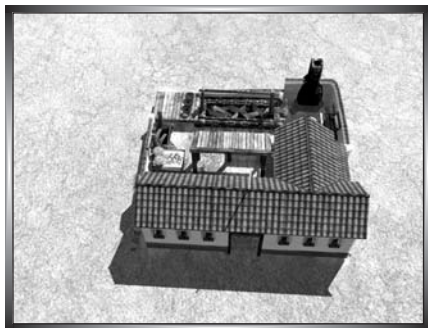
## Mercury Temple



Cost:	150 + 1 Marble
Employs:	33 Equites
Desirability:	9
Desirability Range:	48
Desirability Step:	0.1
Produces:	—
Consumes:	—

Mercury temples assist in citywide Mercury worship. Mercury's benefits extend into the areas of finance, trade, and worker efficiency.

## Mess Hall

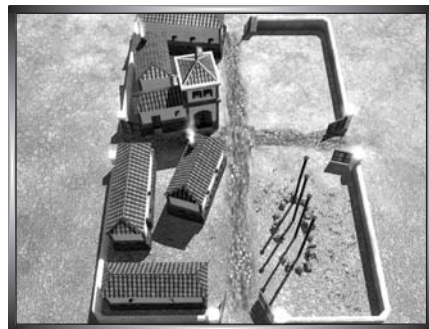


Cost:	100
Employs:	38 Plebs
Desirability:	-30
Desirability Range:	24
Desirability Step:	1.25
Produces:	—
Consumes:	Collects Grain, Meat, Vegetables

The mess hall is in charge of gathering food for soldiers. Workers from the mess hall get food from granaries and farms, and store it in the mess hall, where workers from individual forts retrieve it. The food then remains in the forts until soldiers eat it.

Consider building a granary near a mess hall. Food shortages in the mess hall soon translate into food shortages in your forts. And when that happens, Morale falls.

## Missile Auxiliary Fort



Cost:	600
Employs:	—
Desirability:	-30
Desirability Range:	40



Desirability Step: 0.5

Produces: —

Consumes: —

Missile auxiliary forts provide you with missile auxiliaries, which require food and weapons, but not armor. They have the advantage of long-range strikes but the disadvantage of poor melee combat skills and durability. We recommend pairing them with a heavy infantry cohort, which can take on the enemy directly while the auxiliaries lend missile support.

## Odeum



Cost: 75  
Employs: 18 Equites  
Desirability: 8  
Desirability Range: 18  
Desirability Step: 0.1  
Produces: —  
Consumes: —

The odeum is a recreational quick fix. Relatively small and cheap and requiring no guild, an odeum can be

hastily erected wherever you need a jolt of entertainment.

With its limited range and entertainment boost, the odeum should not be the centerpiece of your entertainment plans. Instead, use it to supplement other entertainment for your villas, or as an easy way to provide entertainment for lower-class housing.

Due to the odeum's short range of influence, you may need to build extras in areas that demand full entertainment coverage.

## Olive Farm



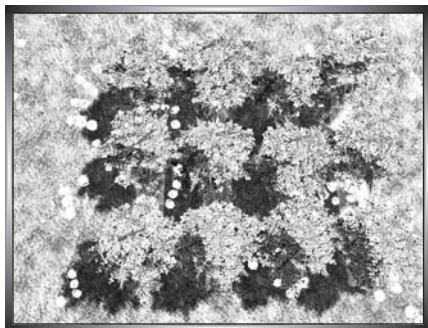
Cost: 40  
Employs: 27 Plebs  
Desirability: -10  
Desirability Range: 10  
Desirability Step: 1  
Produces: Olives  
Consumes: —

Place one olive farm for every two olive groves on the map. Olive farms produce olives, which are turned into olive oil (a basic good) at olive oil

# CAESAR™ IV

factories. One olive farm generates enough olive oil for a small city.

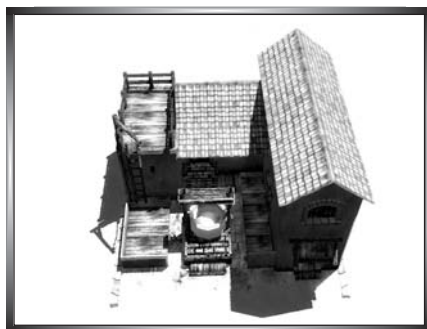
## Olive Grove



Cost:	25
Employs:	—
Desirability:	-10
Desirability Range:	10
Desirability Step:	1
Produces:	Olives
Consumes:	—

Olive groves are the field component of olive farms. Along with grape vineyards they're among the smallest fields in the game, so you can place them on patches of arable land that are too small for food production.

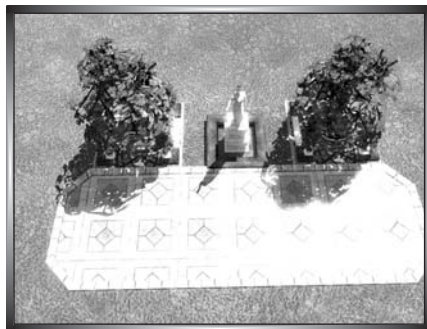
## Olive Oil Factory



Cost:	50
Employs:	40 Plebs
Desirability:	-20
Desirability Range:	15
Desirability Step:	1
Produces:	Olive Oil
Consumes:	Olives

Olive oil factories consume olives and produce olive oil. Place them as close as possible to olive farms, and try to place a specialized warehouse nearby to handle olives.

## Plaza



Cost:	2
Employs:	—
Desirability:	
Desirability Range:	
Desirability Step:	
Produces:	—
Consumes:	—

Plazas replace sections of plain road, making the area immediately surrounding them highly desirable.

Plazas are probably your best general-purpose options for improving Desirability. That's because they replace existing roads, taking up no space of their own. This makes them the best choice for improving areas with lots of road but little free space.

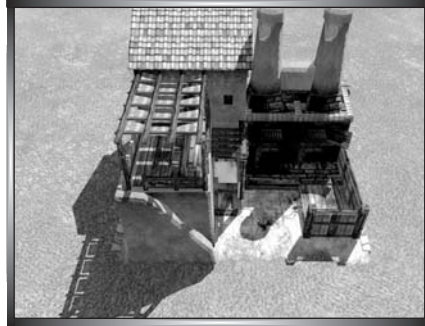
By mid to late game, you should transform most of the roads surrounding your villas into plazas.



IF A PARTICULAR  
INSULA OR DOMUS  
SUFFERS FROM  
NEGATIVE

DESIRABILITY AND CANNOT  
ATTRACT RESIDENTS,  
REPLACE CHUNKS OF ROAD  
NEXT TO IT WITH PLAZAS.  
DO THIS ONE CHUNK AT A  
TIME, UNTIL THE DWELLING  
IS ATTRACTIVE ENOUGH TO  
FILL UP.

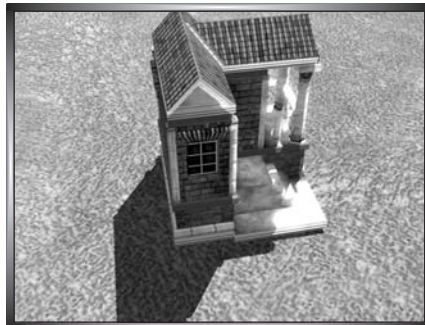
## Pottery Factory



Cost:	50
Employs:	40 Plebs
Desirability:	-20
Desirability Range:	15
Desirability Step:	1
Produces:	Pottery
Consumes:	Clay

Pottery factories consume clay and produce pottery. Place them as close as you can to clay-digging camps, and if possible, place a specialized warehouse nearby to handle clay.

## Prefect Office





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Cost:	30
Employs:	24 Plebs
Desirability:	-12
Desirability Range:	6
Desirability Step:	2
Produces:	—
Consumes:	—

Prefects are police and firefighters rolled into one. Each prefect office dispatches workers who apprehend criminals on sight and put out fires within their office's sphere of influence.

Each independent group of buildings—be it residential neighborhood, market cluster, or industrial zone—needs its own prefect office. Without it, the area becomes lawless and you risk losing buildings to fire.

Don't skimp on prefects. If there's doubt about whether a new building is too far away from an existing prefect, place another prefect. This helps with fire and crime, as well as with your Security rating.



## NOTE

WHILE PREFECTS ARREST CRIMINALS, AND ARE THUS AGENTS OF JUSTICE, PREFECTS DO NOT PROVIDE THE TYPE OF JUSTICE NEEDED FOR VILLAS TO EVOLVE. THAT BRAND OF JUSTICE IS CREATED BY A FORUM OR BASILICA, SO WHEN JUSTICE IS REQUIRED FOR VILLA EVOLUTION, *THOSE* STRUCTURES ARE WHAT YOU NEED.

## Pump House



Cost:	40
Employs:	18
Desirability:	-10
Desirability Range:	5
Desirability Step:	2
Produces:	—
Consumes:	—

The pump house's job is to pump water to the reservoir. The reservoir, in turn, is what provides water to fountains, bathhouses, and villas.

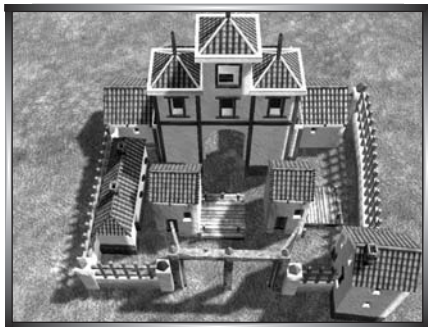
You must place pump houses near a body of water and connect them to reservoirs with aqueducts. They must be properly staffed for the water supply to remain constant. They do not, however, require road access.

Place your first pump house as close as possible to your first reservoir—unless it would be adjacent to housing. In that case, back it up a little, since pump houses detract from Desirability.

One pump house can fuel multiple reservoirs, and therefore can last for the entire mission. Consider building a second one, however, if connecting




your pump house to extra reservoirs would require a messy tangle of aqueducts.


## Recruitment Post



Cost:	260
Employs:	54 Plebs
Desirability:	-30
Desirability Range:	24
Desirability Step:	1.25
Produces:	—
Consumes:	Collects Armor, Weapons

New soldiers flow through your recruitment posts. For a new soldier to appear at a recruitment post, you need:

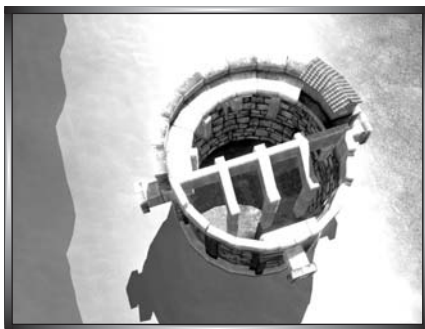
-  Empty slots in at least one fort
-  Food in the fort that has vacancy
-  Weapons in your recruitment post (and armor, in the case of heavy infantry and cavalry auxiliary recruits)

-  Decent Morale in the fort that has vacancy

If all these conditions are met, recruitment is successful. But it still takes time, so be patient! It takes a span of months for a brand-new fort to completely fill up.

Workers from recruitment posts gather weapons and armor, so it's best if you have a warehouse somewhere nearby that stores these items. Not having a nearby warehouse will slow down weapon and armor gathering, and therefore slow recruitment.

## Reservoir



Cost:	80
Employs:	24 Equites
Desirability:	-10
Desirability Range:	12
Desirability Step:	1
Produces:	—
Consumes:	—

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The reservoir powers all fountains and bathhouses within a large radius. It does not need to be connected to roads, but does need to be connected to a working pump house via an aqueduct.

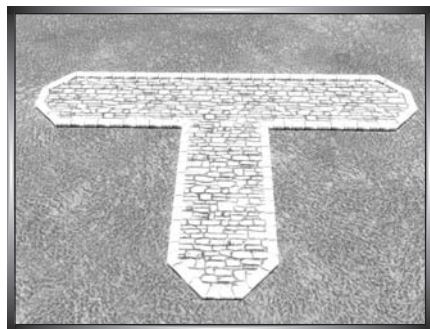
Either place a reservoir in the middle of a planned housing development, or place it close to one side.

Reservoirs should be slightly separated from housing to minimize their negative Desirability impact.



IF YOU PLACE THE RESERVOIR IN THE MIDDLE OF YOUR HOUSING, SURROUND IT WITH OTHER SMALL STRUCTURES THAT BUFFER ITS NEGATIVE DESIRABILITY FROM THE ACTUAL RESIDENCES. SHRINES AND FOUNTAINS ARE FAVORITE CHOICES FOR THIS.

## Roads



Cost:	1
Employs:	—
Desirability:	0
Desirability Range:	0
Desirability Step:	0
Produces:	—
Consumes:	—

Roads are the arteries of your city. Even though it costs money to build them, sometimes it's worthwhile to go a little overboard. Whenever you can cut down on the distance it takes for your citizens to get from one place to another, you improve your city's efficiency. Sometimes this is only possible if you have several redundant roads.

Service buildings in particular need good road networks. Their "road range" model of supply (see the "Road Range" tip on page 19 for more info) encourages you to build small city blocks with extensive road coverage, rather than long, winding roads.



THOUGH EXTRA ROADS ARE USEFUL, JUST LAY DOWN THE ESSENTIAL ROUTES EARLY IN THE SCENARIO. THEN ADD ROADS AS YOUR WEALTH INCREASES. BUILDING A HUGE ROAD NETWORK TOO SOON CAN BE A STRAIN ON YOUR FRAGILE EARLY GAME ECONOMY.



Most buildings need road access. Those that do not are the exception, and are noted under their specific entries.

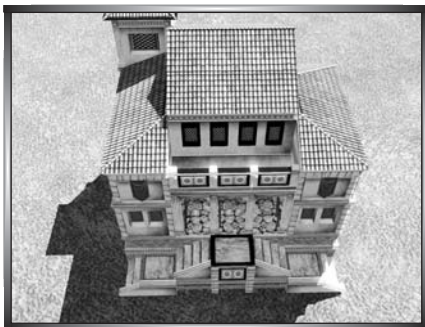
## Sand-Collecting Camp



Cost:	40
Employs:	27 Plebs
Desirability:	-20
Desirability Range:	20
Desirability Step:	1
Produces:	Sand
Consumes:	—

Sand-collecting camps produce the sand used in glass factories. Place glass factories nearby to ensure efficient glass making.

## School



Cost:	40
Employs:	18 Equites
Desirability:	2
Desirability Range:	36
Desirability Step:	0
Produces:	—
Consumes:	—

Schools are small-scale producers of education. Use them to fill in educational gaps left by the limits of library range. Or, supplement libraries with schools to crank up your Culture rating.



IF YOU'VE DECIDED TO GO WITHOUT EDUCATION IN THE EARLY GAME BUT YOU'RE

NOW FACING A CRIME PROBLEM, ONE CHEAP SOLUTION IS TO PLACE A SCHOOL AMIDST YOUR INSULAE. THE EDUCATIONAL BOOST WILL CUT DOWN ON CRIME.

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### BUILDINGS

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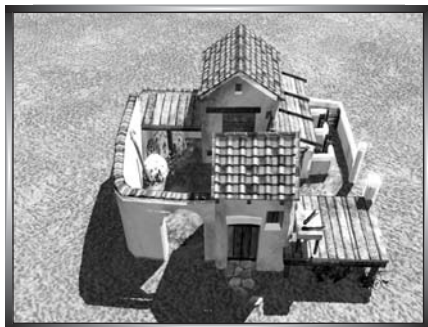
### REPUBLIC CAMPAIGN

### EMPIRE CAMPAIGN

### SANDBOX MISSIONS & ONLINE PLAY

# CAESAR™ IV

## Sheep Farm

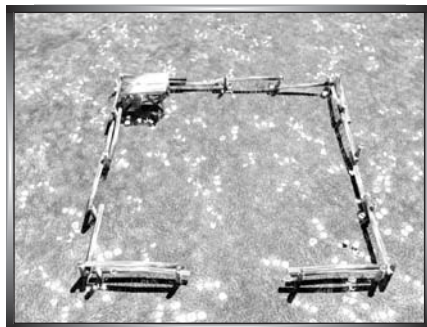


Cost:	40
Employs:	31 Plebs
Desirability:	-10
Desirability Range:	10
Desirability Step:	1
Produces:	Wool
Consumes:	—

Sheep farms produce wool, which is used both in clothing factories and armor factories. Place one sheep farm for every two sheep pastures on the map.

One sheep farm produces enough wool to clothe a small city—but if you plan to make both clothing and armor, a second farm may be a good idea.

## Sheep Pasture



Cost:	15
Employs:	—
Desirability:	-10
Desirability Range:	20
Desirability Step:	0.5
Produces:	Wool
Consumes:	—

Sheep pastures are the field component of sheep farms. They're among the largest field structures in the game, so plan ahead and make room for them, or you may find yourself without the space to place them.

## Ship Bridge



## GAME CONCEPTS

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Cost:	720-1,200
Employs:	—
Desirability:	0
Desirability Range:	0
Desirability Step:	0
Produces:	—
Consumes:	—

Ship bridges are substantially more expensive than standard bridges, but they're usually worth it. They can be longer, and thus can span larger bodies of water than standard bridges. Also, they allow the passage of trading ships.



WHEN IN DOUBT,  
BUILD A SHIP  
BRIDGE INSTEAD  
OF A REGULAR ONE.

## Standing Statue



Cost:	35
Employs:	—
Desirability:	8
Desirability Range:	5

Desirability Step:	0
Produces:	—
Consumes:	—

Decorative objects' sole purpose is to enhance local Desirability. Larger objects have more effect than smaller ones. To enhance Desirability in an area, add decorative objects that fit the available space. Add as many as necessary to achieve the desired result.

## Tax Office



Cost:	35
Employs:	14 Equites
Desirability:	-3
Desirability Range:	24
Desirability Step:	0.125
Produces:	—
Consumes:	—

Without tax offices, the city generates zero tax revenue. Markets and villas are the only structures that generate tax revenue. This means you only need a couple of tax offices. When you place your first cluster of markets, add a tax office somewhere near them. The

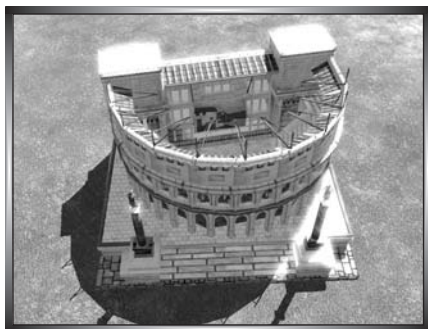


# CAESAR™ IV

same goes for each cluster of villas that isn't near existing tax offices.

Tax offices generate workers who patrol a specific area around their office. Refer to the finance area of your Advisors screen to determine whether any markets or villas are being missed—and if so, locate the dead spot and place another tax office there.

## Theater



Cost:	300
Employs:	27 Equites
Desirability:	10
Desirability Range:	30
Desirability Step:	0.1
Produces:	—
Consumes:	—

Theaters are a big step up from odeums in size, price, and entertainment value. They employ lots of equites, both in the theater itself and in the actor guild that is necessary for its operation. A theater is a good first (or second) step whenever you're building entertainment infrastructure for villas.

Theaters, arenas, and coliseums are some of the largest structures in the game, and yet they need to be placed very close to your villas. Plan ahead, and leave space for these structures whenever you design a subdivision.

## Timber-Cutting Camp



Cost:	40
Employs:	40 Plebs
Desirability:	-20
Desirability Range:	20
Desirability Step:	1
Produces:	Timber
Consumes:	—

Timber-cutting camps produce a vast supply of timber—but only if they're properly located next to a stand of tall trees. Avoid placing these camps near scrub trees or parking them next to a small clump of trees; find the biggest grouping of tall trees and place them there.

Timber camps gradually remove trees from the map. If there aren't many trees nearby, the workers will cut them all down, and then have to go farther and farther in search of more. The trees do grow back, but it takes a long time; it's easier to just place the camp near a big forest.

## Tower



Cost:	200
Employs:	38 Plebs
Desirability:	-20
Desirability Range:	15
Desirability Step:	1
Produces:	—
Consumes:	—

Towers may be grafted onto existing walls. Each tower employs a small crew of guards who man bolt-shooting ballistae. These ballistae fire at enemies who get too close and greatly enhance the active defensive capabilities of the wall.

Towers also add patrolling soldiers to the nearby walls. These soldiers throw spears at attackers.

If you plan to use walls as true defensive structures (and not just a method for making your domi and villas grow), towers are a useful addition. Add several of them at the spots you deem most likely to be attacked.

Towers require road access. Remember this when placing them; in some cases this will restrict where you can have them.



TOWERS REQUIRE PLEBS, SO DON'T ADD THEM (OR ADD THEM AND THEN MOTHBALL THEM) IF YOU HAVE A LABOR SHORTAGE. ON THE OTHER HAND, IF YOUR CITY IS STRUGGLING WITH UNEMPLOYMENT, TOWERS ARE AN EASY WAY TO HELP THAT PROBLEM WHILE ADDING TO CITY DEFENSE.

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## Trade Depot



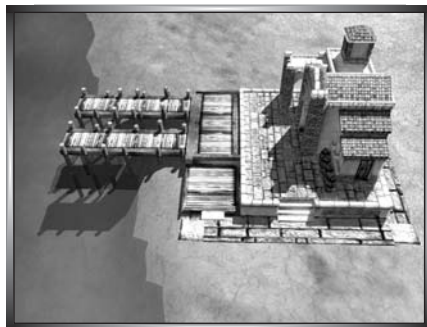
Cost:	60
Employs:	27 Plebs
Desirability:	-30
Desirability Range:	12
Desirability Step:	2.5
Produces:	—
Consumes:	—

Trade depots handle all commerce with a single foreign city. (See the "Trade Buildings" section for details.)

Depots and ports are essentially the same, except you can place the depot almost anywhere on the map (with road access, of course); you must place the port along the coast (again, with road access).

One difference: land traders only carry up to 8 units of each commodity on each visit, while ships can carry 12.

## Trade Port



Cost:	75
Employs:	30 Plebs
Desirability:	-30
Desirability Range:	12
Desirability Step:	2.5
Produces:	—
Consumes:	—

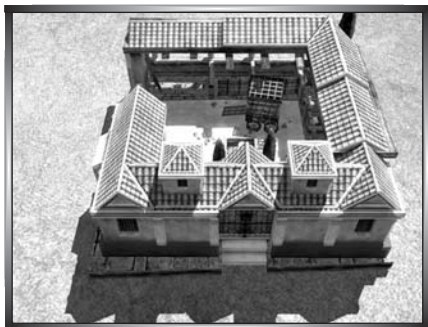
Trade ports handle all commerce with a single foreign city. (See the "Trade Buildings" section for details.)

When placing ports, be aware of the dock, which obviously must stick out into the water. You may need to rotate the building (left-click and hold, move the mouse until the building is angled properly, then release) to make the dock point in the proper direction.

Try not to place ports in narrow channels, behind small islands, or anywhere that might be tricky to reach. Traders may sometimes skip visiting your port if they have difficulty reaching it.



## Trainer Guild

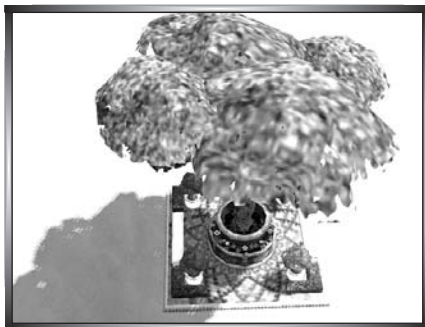


Cost:	60
Employs:	36 Equites
Desirability:	-10
Desirability Range:	10
Desirability Step:	1
Produces:	—
Consumes:	Meat

The coliseum requires a gladiator guild and a trainer guild. The trainer guild requires meat (from cattle farms). Fortunately, like other guilds that require goods in order to function, it needs only a token amount of its required item.

Place this guild as close to the coliseum as possible.

## Tree, Large



Cost:	60
Employs:	—
Desirability:	8
Desirability Range:	30
Desirability Step:	0
Produces:	—
Consumes:	—

Decorative objects' sole purpose is to enhance local Desirability. Larger objects have more effect than smaller ones. To enhance Desirability in an area, add decorative objects that fit the available space. Add as many as necessary to achieve the desired result.

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# CAESAR™ IV

## Tree, Medium



Cost:	45
Employs:	—
Desirability:	5
Desirability Range:	20
Desirability Step:	0
Produces:	—
Consumes:	—

Decorative objects' sole purpose is to enhance local Desirability. Larger objects have more effect than smaller ones. To enhance Desirability in an area, add decorative objects that fit the available space. Add as many as necessary to achieve the desired result.

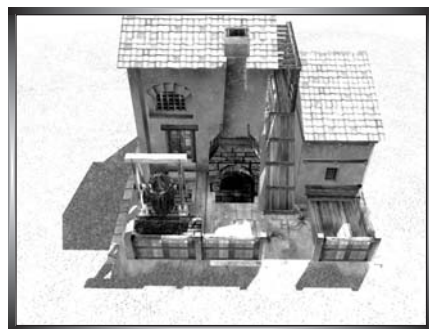
## Tree, Small



Cost:	30
Employs:	—
Desirability:	3
Desirability Range:	15
Desirability Step:	0
Produces:	—
Consumes:	—

Decorative objects' sole purpose is to enhance local Desirability. Larger objects have more effect than smaller ones. To enhance Desirability in an area, add decorative objects that fit the available space. Add as many as necessary to achieve the desired result.

## Utensil Factory



Cost:	50
Employs:	48 Plebs
Desirability:	-10
Desirability Range:	10
Desirability Step:	1
Produces:	Utensils
Consumes:	Iron

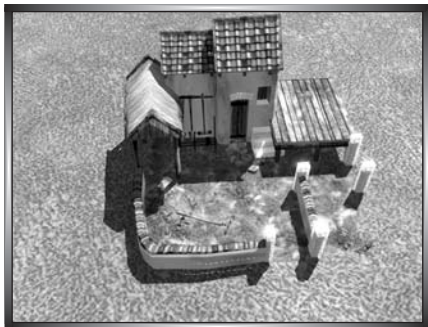
Utensil factories consume iron and produce utensils. Place them as close as possible to iron mining camps, and

try to place a specialized warehouse nearby to handle iron.



**UTENSIL FACTORIES**  
USE IRON, BUT SO DO  
WEAPON AND ARMOR  
FACTORIES. BUILD ANY  
TWO OF THESE FACTORIES  
FOR EACH IRON MINE. FOR  
EXAMPLE, IF YOU HAVE TWO  
IRON MINES, THEY COULD  
FUEL ONE UTENSIL FACTORY,  
TWO WEAPON FACTORIES,  
AND AN ARMOR FACTORY.

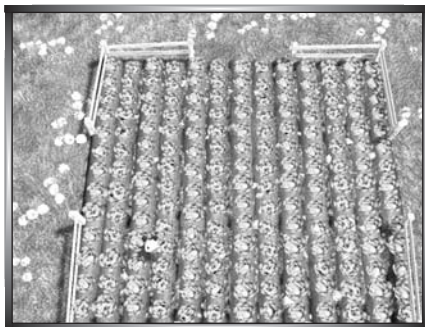
## Vegetable Farm



Cost:	40
Employs:	33 Plebs
Desirability:	-10
Desirability Range:	10
Desirability Step:	1
Produces:	Vegetables
Consumes:	—

Vegetable farms are identical to grain farms, except they churn out vegetables, not grain. On a typical mission you'll build equal numbers of grain, vegetable, and cattle farms.

## Vegetable Field



Cost:	20
Employs:	—
Desirability:	-10
Desirability Range:	10
Desirability Step:	1
Produces:	Vegetables
Consumes:	—

Vegetable fields are medium-sized areas where grain is raised. They are functionally identical to grain fields, except for the final product.

## Villa



Cost:	100
Employs:	—
Desirability:	0

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# CAESAR™ IV

Desirability Range: 0  
 Desirability Step: 0  
 Produces: —  
 Consumes: Various Goods & Services

Villas are where patricians live. Your city can get by without patricians, but they *do* pay property tax. When handled correctly, villas can give a big boost to your city's economy.



VILLAS DON'T  
 GENERATE MUCH TAX  
 REVENUE UNTIL  
 THEY'VE EVOLVED TO

ONE OF THEIR HIGHER STATES.  
 FOR THAT REASON YOU MAY  
 WISH TO SKIP VILLAS ENTIRELY  
 ON SOME MAPS, AND ONLY ADD  
 THEM LATER ON OTHERS. WE  
 RECOMMEND BUILDING THEM  
 AFTER TRADE REVENUE HAS  
 GIVEN YOU ENOUGH CASH TO  
 PROVIDE THEM WITH LOTS OF  
 SERVICES.

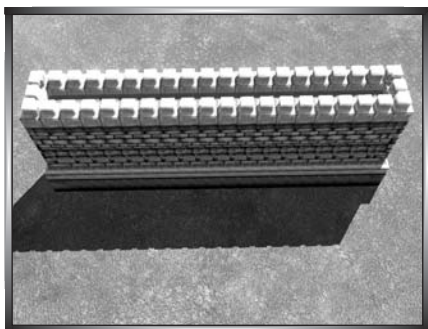
As the following table shows, villas have more stages of evolution than insulae or domi. You'll also notice that villa needs are a lot more complex than insula or domus needs. We've added parenthetical building suggestions after each requirement. Place these buildings to meet the requirements for that level of evolution. (To increase Desirability, just add plazas or beautification objects that fit in the immediate area.) These are just suggestions; any structures that satisfy the necessary conditions for evolution will also work.

Level	Required
Small Villa	—
Medium Villa	Desirability, Some Health Care (Clinic), Some Entertainment (Odeum)
Large Villa	Desirability, More Entertainment (Theater), Hygiene (Bathhouse), Some Religion (Shrine to Jupiter)
Small Estate	Desirability, First Exotic Good, Some Education (School)
Medium Estate	Desirability, Second Exotic Good, More Entertainment (Arena), More Religion (Second Shrine), Justice (Forum)
Large Estate	Desirability, Third Exotic Good, More Health Care (Hospital)
Small Mansion	Desirability, Fourth Exotic Good, More Hygiene (Barbershop), More Entertainment (Circus), More Religion (Third Shrine), City Walls
Medium Mansion	Desirability, Fifth Exotic Good, More Education (Library)
Large Mansion	Desirability, Sixth Exotic Good, More Religion (Fourth Shrine), More Justice (Basilica)

Sometimes you'll think a villa has met a requirement when in fact it hasn't completely. For example, a villa with access to a library may say it requires education to evolve. In this case you may need to add a school nearby as well. A villa with some Desirability improvements may need more to evolve to the next level.




When building villas, leave lots of room for all the service buildings they require. The "City Planning" chapter suggests a good layout for a typical villa community.

## Wall



Cost:	3
Employs:	—
Desirability:	0
Desirability Range:	0
Desirability Step:	0
Produces:	—
Consumes:	—

Walls serve three main functions:

-  They completely foil lightly armed raiders and slow down heavily armed attackers
-  Complete wall coverage allows your domi and villas to advance to their final, largest sizes
-  Particularly when enhanced with gatehouses and towers, walls offer some resistance to attackers, killing or weakening a few of them

It is possible to complete a scenario without building any walls. Your domi and villas won't grow to their largest sizes without them, but this isn't a major problem. You'll just collect a bit less tax from your villas, and you'll

need to build a few extra domi to compensate for the smaller size of your existing ones. No big deal.

As for defense, even if you choose to fight barbarians rather than buy them off, you do not need walls. Walls are useful for slowing down invaders until your troops get there to fight them, but they aren't necessary.

Ultimately, the decision to build walls boils down to personal preference and mission requirements. If you need bigger villas and domi, or need extra protection against barbarian attacks, build walls. If not, ignore them.



ON MOST MISSIONS, WE TYPICALLY SURROUND HOUSES WITH WALLS, BUT NOT MUCH ELSE. ON

EXTREMELY TOUGH MILITARY MISSIONS WE MAY EXTEND OUR WALLS TO SURROUND MORE OF THE CITY.

If you do build walls, consider surrounding chunks of the city rather than the entire map. This is much more cost-effective than trying to protect everything. If you go this route, protect your housing first, as your economy suffers the most if houses are destroyed. Then surround other structures if you have the denarii and the inclination.

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# CAESAR™ IV

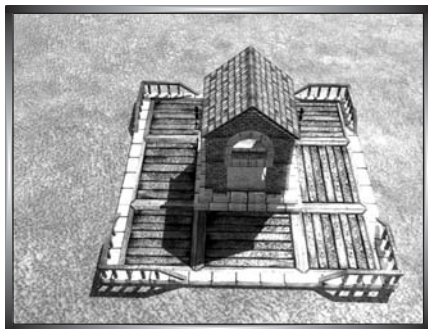


WALLS ARE INCOMPLETE IF THERE ARE GAPS IN THEM.

HOWEVER, WALLS THAT PRESS AGAINST A BODY OF WATER ARE CONSIDERED COMPLETE. SO FOR EXAMPLE, IF YOUR CITY IS BUILT ALONG A RIVER, YOU CAN WALL OFF THREE SIDES OF IT, AND THE WALLS ARE COMPLETE IF THEY BUTT UP AGAINST THE RIVERBANKS.

THERE IS ONE EXCEPTION, THOUGH. IF YOU HAVE A BRIDGE SPANNING THAT RIVER, YOU NEED TO WALL IN THE END OF THE BRIDGE, USING A GATE HOUSE SO THE ROAD CAN PASS THROUGH THE WALL. FAILURE TO WALL IN THE ENDS OF YOUR BRIDGES WILL LEAVE YOUR DEFENSES INCOMPLETE.

## Warehouse



Cost: 75  
Employs: 22 Plebs  
Desirability: -15

Desirability Range: 12  
Desirability Step: 1.25  
Produces: —  
Consumes: Collects Various Goods

Warehouses store and distribute physical goods and play a surprisingly big role in *Caesar IV*. Specifically: without enough storage buildings in the proper locations, your resource producers and warehouses get stuffed with goods and your economy grinds to a halt.

Warehouses store *nonfood* items: anything that is not grain, vegetables, or cattle.

A warehouse can hold a total of 32 items. For example, it could hold 32 units of olives, or 16 units of olives and 16 of iron.

In addition to the 32-item cap, the warehouse may only hold eight different *types* of objects at any given time. So if you need to store, say, nine different types of items, you need at least two warehouses—even if you only have one piece of each type.

Use sliders to control which goods are accepted or turned away from each individual warehouse. You can set individual sliders to zero to completely turn away a product, or set them to a limited number to ensure that the warehouse isn't overwhelmed with that product. (More advanced controls for stockpiling goods and managing industries are covered under "The Resource Advisor" sidebar.)





IF YOU WANT TO GET RID OF, SAY, ALL THE GOLD AT A WAREHOUSE THAT'S ALREADY STORING GOLD, MOVE THE GOLD SLIDER TO ZERO. IF THERE IS ANOTHER WAREHOUSE WITH OPEN SLOTS (WHICH HAS LESS THAN EIGHT TYPES OF ITEMS AND WHICH IS SET TO ACCEPT GOLD), THE WAREHOUSE WORKERS WILL EVENTUALLY TRANSFER THE GOLD TO THAT OTHER WAREHOUSE. IF THE GOLD HAS NOWHERE ELSE TO GO, HOWEVER, IT STAYS.

In a typical game, you'll build several warehouses. Without them, goods pile up in camps and factories, and you can lose out on production. Always add more warehouses if your

current ones are all full; otherwise your factories and materials camps will sit idle because there's nowhere to put the things they make.

If you do find yourself stuffing warehouse after warehouse full of goods, try to determine which items are the culprits, and figure out a way to reduce their buildup. For example, if your warehouse is packed with grapes, you probably need to build more wine factories.

If you have only a couple of warehouses, place them between your production buildings and your factories for the greatest benefit. Lots of goods shuttle between production buildings, warehouses, and factories, and if the warehouses are too far out of the loop, production suffers.

If you need multiple warehouses (and that point comes earlier than you might expect), check out the following sidebar.

## SPECIALIZING YOUR WAREHOUSES

Specialized warehouses are a key to improving your game.

Let's say you have a clay-digging camp and a pottery factory located next to each other. Ideally, clay would go straight from the camp to the factory—but the factory actually prefers to get its clay from a warehouse. So a warehouse worker is likely to grab the clay from the camp, and then a pottery factory worker will in turn take the clay from the warehouse.

Because of this, it makes a lot of sense to plunk down a warehouse in between the digging camp and the pottery factory, and then adjust its sliders so that it accepts only clay (or accepts *mostly* clay and a very limited amount of other stuff). This ensures that clay is constantly flowing through that particular warehouse. Now the factory workers are never stuck walking across the city to get their clay from a different warehouse.

This principle works in every industry—even with imported goods. If you have a trade depot importing gold, for example, place a warehouse between that depot and your jewelry factory, and make sure that it mostly deals in gold. This ensures that the gold flows smoothly from depot to warehouse to factory.

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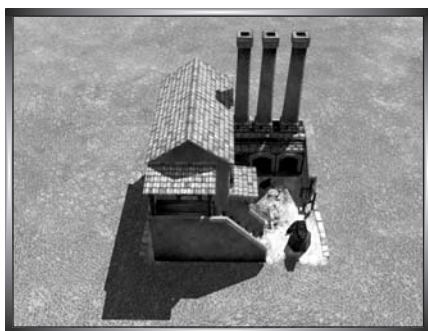
## SANDBOX MISSIONS & ONLINE PLAY



A specialized warehouse can handle more than one type of item. For example, it's common to have side-by-side clay-digging camps and sand-collecting camps, since those resources often appear together. Place a warehouse between those camps and their respective factories (pottery and glass), and have it specialize in both clay and sand.

Specialized warehouses are also necessary if Caesar makes a huge demand (say, for 100 timber). Build several specialized warehouses and set them to accept only timber—at least until you meet the demand.

## Weapon Factory



Cost:	75
Employs:	63 Plebs
Desirability:	-30
Desirability Range:	20
Desirability Step:	1
Produces:	Weapons
Consumes:	Iron, Timber

Weapon factories consume iron and timber, and produce weapons. (See the "Military Factories" section for guidelines on when you need to build weapons and when you don't.) In addition to their military uses, weapons are needed for gladiator guilds. However, the necessary amount of weapons is minimal—just a couple of weapons per guild, per year—so if you don't otherwise plan on making weapons, just try to import a few for your gladiators.



WEAPON AND ARMOR FACTORIES ARE UNUSUAL IN THAT THEY REQUIRE TWO

RAW MATERIALS: IRON AND WOOD FOR THE WEAPON FACTORY, AND IRON AND WOOL FOR THE ARMOR FACTORY. IF YOUR FACTORIES AREN'T WORKING, MAKE SURE THAT THEY POSSESS BOTH NECESSARY INGREDIENTS.

## Well



Cost:	5
Employs:	—
Desirability:	0
Desirability Range:	0
Desirability Step:	0

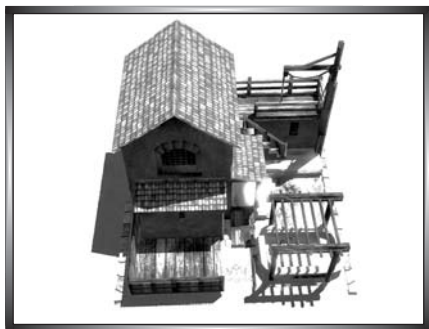
Produces:	—
Consumes:	—

Wells provide water to houses within a short radius. Unlike fountains, they do *not* require any infrastructure (pump house, reservoir, aqueduct) to work; simply place them anywhere with road access.

Wells are inferior to fountains in just about every way: Desirability, Range, and Health bonus. In addition, houses need *fountain* water in order to evolve—well water won't cut it.

For that reason, wells are your last resort and are useful only if you've built additional housing apart from your main residential area and you lack the means to put water infrastructure in place. But even then we recommend avoiding wells; there are just too many benefits from fountains, so it's best to save your denarii for them.

## Wine Factory



Cost:	50
Employs:	48 Plebs
Desirability:	-10
Desirability Range:	10

Desirability Step:	1
Produces:	Wine
Consumes:	Grapes

Wine factories consume grapes and produce wine. Place them as close as possible to grape farms, and try to place a specialized warehouse nearby to handle grapes.

## Winged Charioteer



Cost:	200, 2 Marble
Employs:	—
Desirability:	30
Desirability Range:	28
Desirability Step:	0.25
Produces:	—
Consumes:	—

Decorative objects' sole purpose is to enhance local Desirability. Larger objects have more effect than smaller ones. To enhance Desirability in an area, add decorative objects that fit the available space. Add as many as necessary to achieve the desired result.

## GAME CONCEPTS

### BUILDINGS

Building Classes

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## CITY PLANNING

Many of your decisions in Caesar IV revolve around building placement. What should you place, and where? Getting everything laid out properly is an important first step to victory.

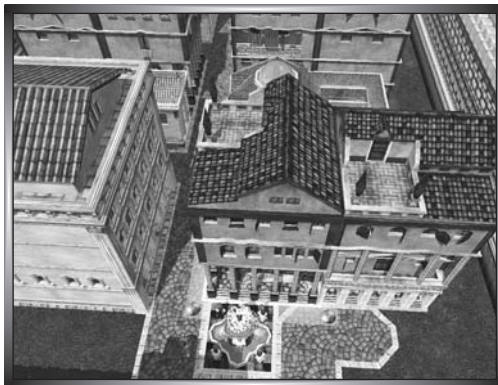
City planning is a complex topic, as there isn't just one winning blueprint. But not having to make every city identical is one of the game's pleasures. As long as your buildings follow certain basic rules of placement, you can build your city as you wish.

Consider this chapter as a starting point. Study these sample plans for whole cities and specific zones; look at the pictures; read why we built them as we did. This will give you a template to start with. As you continue to play, you'll develop your own individual designs.



# Large-Scale City Plans

It's helpful to have a big-picture idea of how your city will look before you start to place buildings. You don't need to visualize every little building; you just need to know where you want major features such as residential areas and industrial zones. Once you have the rough blueprint in your head, you can start building.

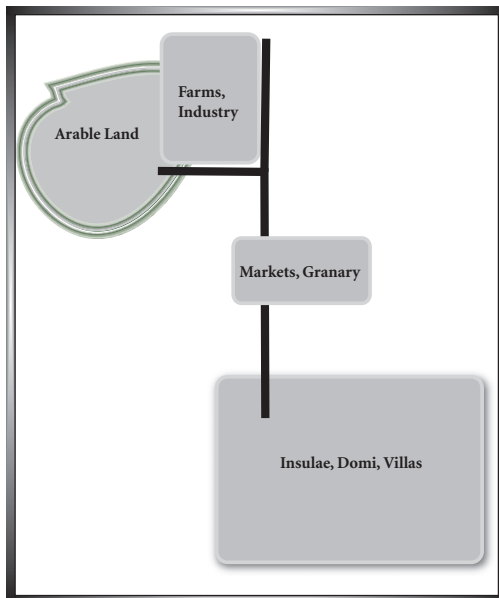


The map dictates city shape. Before planning your city, eyeball the map and notice the placement of arable land, bodies of water, stands of timber, and any other resource deposits. Look for large, open areas suitable for your main residential area. These features change from mission to mission, so you must be prepared to rearrange your designs.

## Blueprint A: Mixed Residential, Combined Farm, and Industrial

A simple city may have as few as three major zones. (In reality, only two of them are *major*; one of them, the market zone, isn't very large and can be stuck onto the residential zone.) Consider this sample diagram.

The residential area (labeled *Insulae, Domi, Villas*) is mixed, meaning that all three housing types are packed into the same general area. The villas will likely be set a bit apart from the rest, with extra room around them for all the services they require. But generally speaking, the housing is all in one big clump.



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Sample  
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Intermediate  
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Farming &  
Industrial Zones

Military Zones

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ADVANCED  
STRATEGIES

KINGDOM  
CAMPAIGN

REPUBLIC  
CAMPAIGN

EMPIRE  
CAMPAIGN

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The advantage of this is that your insulae and domi can share some services with your villas. Even if you don't build a library specifically for the insulae and domi, for example, the patrician's library may be close enough to some insulae and domi to provide the lower classes with some benefit.

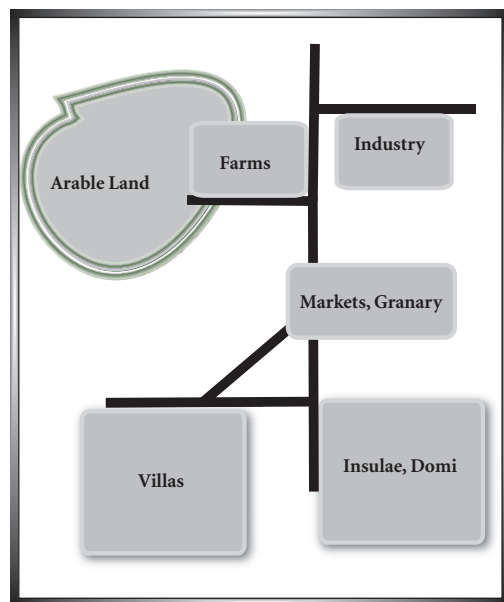
Just north of the residential area is a market district. This contains all necessary markets to keep the city going. A granary here helps keep the food market well-stocked, and you can specialize an optional warehouse to grab only the finished products that the markets stock.

Finally, north of the market district lies a combined agricultural and industrial zone. This contains all the farms, gathering structures, and factories you need to keep your city flush with food and goods.

## ***Blueprint B: Separated Residential, Separated Farm, and Industrial***

Blueprint B is similar to Blueprint A, except that it's more fragmented. The residential area has been split; villas are tucked away in their own subdivision, and farms have their own area, separate from the factories.

Note that there's an extra section of road, to ensure that the separate villa suburb has equal access to the market district. Without this road, the villas would have a longer trek to market.



## ***Benefits of Blueprint A vs. Blueprint B***

What are the benefits of each of the two plans? As we mentioned, Blueprint A allows villas to share some of their services with the other housing. This is efficient and cuts down on costs. However, it can also create space problems. With all the housing packed together, you may have difficulty placing big structures such as coliseums.



Blueprint B's housing is split, with a separate area for villas. The downside of this design is cost: the villas will need their own water, health care, and so forth, and none of it will spill over into the pleb or equite housing. That means building lots of redundant services. The upside is that you're less likely to run out of room when building villa infrastructure.



MAPS LACKING LARGE, OPEN AREAS DEMAND SMALL, FRAGMENTED NEIGHBORHOODS. THERE SIMPLY ISN'T ROOM FOR ONE CENTRAL CLUSTER OF HOUSING ON SUCH MAPS.

Blueprint A's farms and factories are all packed into one zone, which is tucked against the map's patch of arable land. This is beneficial because raw materials produced in the fields can reach the factories quickly. The downside is that space issues can crop up; also, a map whose resources are nowhere near its arable land cannot use this plan.

Blueprint B splits farms from factories. The downsides are longer travel time between farms and factories, and the need for extra prefects and engineers (each cluster of buildings requires its own prefect and engineer). But in many cases, this split is necessary, because your resources are not close to your arable land.

## *Mixing and Matching Blueprints A and B*

These blueprints are extremely simplified. For one thing, they don't include structures such as trade depots and forts, which you can actually place just about anywhere.

If you're building a gigantic city, you'll end up with multiple residential areas regardless of how your initial plan looked.

Also, in many cases the map's resources are split in such a way that one large industrial zone is not feasible. Therefore, you'll build small clusters of resource-gathering camps, warehouses, and related factories at several points on the map. This is okay, because you don't need to follow the blueprints explicitly. Their purpose is to get you thinking about building major zones or areas, rather than approaching your city as a random collection of buildings. Once you view your city in these terms, you'll have an easier time deciding where to place individual structures.

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#### **Sample Residential Areas**

Intermediate  
(Market) Zone

Farming &  
Industrial Zones

Military Zones

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### EMPIRE CAMPAIGN

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## Sample Residential Areas

Here are some suggestions on how to build the mixed residential area from Blueprint A and the separated ones from Blueprint B.

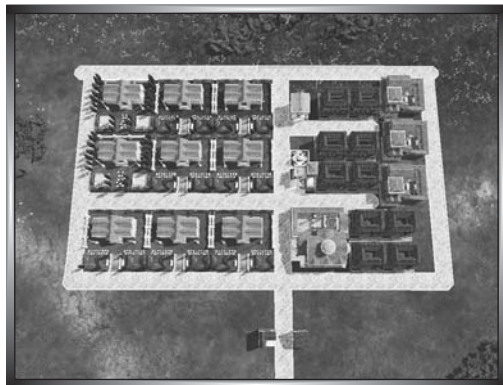
### *Mixed Residential up Close*

The mixed-residential blueprint combines all housing types into a single neighborhood.

### A Sample Mixed Neighborhood

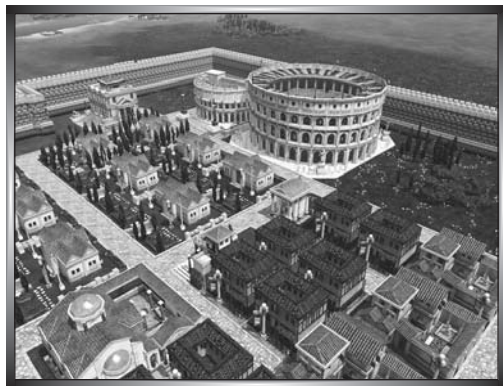
This screen shows a starting mixed neighborhood. Here are some important points about it:

- It's a rectangle that's divided roughly in two. Use the larger half for villas, because they take a lot more space than other housing.
- Critical facilities such as the bathhouse and clinic are packed in the middle to ensure good coverage for all housing.
- The neighborhood is divided by crossroads. Without these central roads, the service buildings would have a tough time spreading their effects.



Here's a checklist of things we always put in or near our first mixed neighborhood:

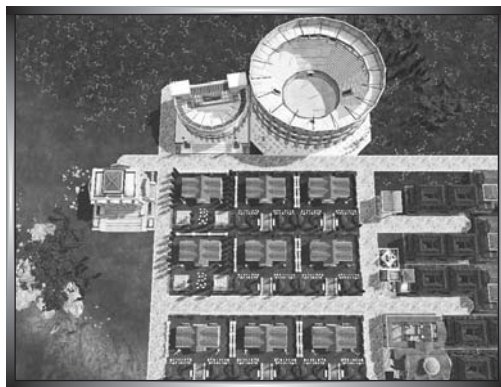
- Insulae (at least 7)
- Domi (2 or 3)
- Villas (4 to 6)
- Prefect office (centrally located)



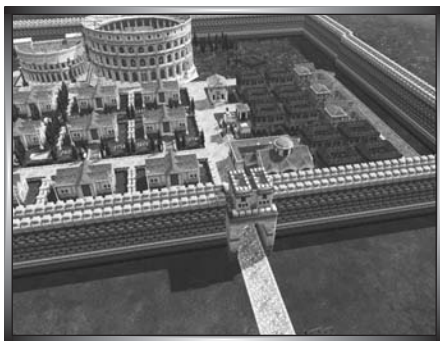
- Engineer office (centrally located)
- Tax collector (near the villas, as the other housing doesn't need it)
- Bathhouse (centrally located)
- Clinic (centrally located)
- Shrine to Jupiter (centrally located)
- Reservoir (can be off to the side)
- Fountain (near the domi and insulae, as villas don't need it)

This starting recipe gives you a solid foundation for your mission. It provides labor for your start-up farms and industries, fountain water, enough law and order to prevent riots, enough health care to ward off serious crises, and enough religion to keep Jupiter from zapping your city. In short, it's everything you need to get your city moving.

As the game progresses a bit, add a few service buildings to the outside of the outer road ring. This allows you to grow your villas a bit—however, if you really want to grow big villas, the mixed residential plan is not for you. Try building separated residential instead.



CONSIDER WALLS WHEN BUILDING YOUR NEIGHBORHOOD. IF YOU PLAN TO ADD THEM, LEAVE A GAP ALL AROUND THE OUTER ROAD RING. ALSO, LIMIT ROADS COMING IN AND OUT SO YOU DON'T HAVE TO BUILD A DOZEN GATEHOUSES.



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### Sample Residential Areas

Intermediate  
(Market) Zone

Farming &  
Industrial Zones

Military Zones

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## When to Go Mixed

Mixed residential is best used when all of these conditions are met:

- You have a nice chunk of wide-open space on the map
- You want to cut start-up costs
- You *don't* plan on maxing out your villas' evolution

Let's consider those three points. A combined neighborhood need lots of space—for housing and services. You may not be able to use a mixed-residential plan on a map that has only long, skinny tracts of usable land.

Start-up costs are minimized with mixed neighborhoods because you don't need to duplicate certain services (at least not at first). You also need less labor for your service buildings, which lets you carry a lower population (and pay less wages).

This neighborhood design is poor for growing maximum-size villas. As it grows, you must add more and more service buildings for the villas, and the other housing just gets in the way. That's why we don't recommend mixed housing if you plan to have big villas as a profit source.



WE'RE MOST LIKELY TO BUILD MIXED RESIDENTIAL NEIGHBORHOODS IN EARLY CAMPAIGN MISSIONS.

IN SUCH MISSIONS, ONLY A FEW ENTERTAINMENT VENUES ARE AVAILABLE, AND TRADE IS OFTEN OUR MAIN REVENUE SOURCE. IF WE PLAN TO RELY ON VILLAS AS A PRIMARY INCOME SOURCE, ON THE OTHER HAND, WE SEPARATE THE NEIGHBORHOODS.

## Separated Residential Up Close

Separated residential zones split various housing types into their own clusters instead of packing them all into one neighborhood.

While it's possible to separate all three housing types, we tend to keep insulae and domi together in our starter cities, splitting off only the villas. While insulae and domi are somewhat different and have different needs, insulae are compact and have few enough needs that it's easy to pack lots of them next to your domi, where they can share services.

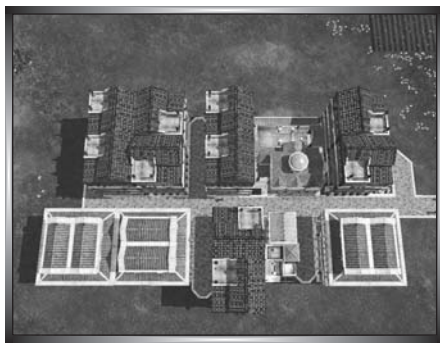


## NOTE

FEEL FREE TO BUILD SEPARATE NEIGHBORHOODS FOR INSULAE AND DOMI. WE USUALLY DON'T, BUT THAT DOESN'T MEAN YOU CAN'T!

Later on, if we need to add more housing that will not fit into our original neighborhoods, we sometimes place the new insulae and domi into separate areas.

## Sample Pleb & Equite Zone



Our typical pleb and equite zone is pictured here. Some important points:

- It's a long rectangle with cross streets, much like the mixed neighborhood seen earlier—it just doesn't have villas.
- Since it's fairly skinny and has few road entrances, it's easy to wall off (remember, walls are necessary for domus evolution).
- Important items such as fountains, temples, and bathhouses are packed into the middle.
- We left some room for more housing or for small service buildings (barbershops, schools) that can be quickly placed to combat crises.

This neighborhood's overall structure is similar to the mixed neighborhood seen earlier; although without villas, it is much smaller. This is great if your map lacks a lot of wide-open space. (Small neighborhoods also make it easy to wall off your housing economically.)

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The "what to place" checklist for this neighborhood is almost identical to the one for mixed housing:

- Insulae (at least 7)
- Domi (2 or 3)
- Prefect office (centrally located)
- Engineer office (centrally located)
- Bathhouse (centrally located)
- Clinic (centrally located)
- Shrine to Jupiter (centrally located)
- Reservoir (can be off to the side)
- Fountain (centrally located)

Notice that villas and the tax collector are missing from this list. Tax collectors are needed only in neighborhoods with villas.

## Sample Patrician Zone

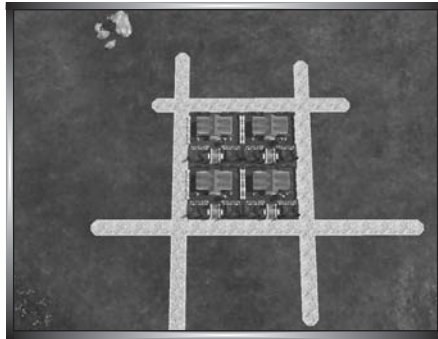
If you don't plan to grow your villas to a superdeluxe level, you can place them casually. You won't be adding tons of entertainment structures, so you'll probably have room for everything. In those cases you really don't need a plan; let them grow organically.

However, if you are planning big, use some foresight. This plan will let you grow huge villas.

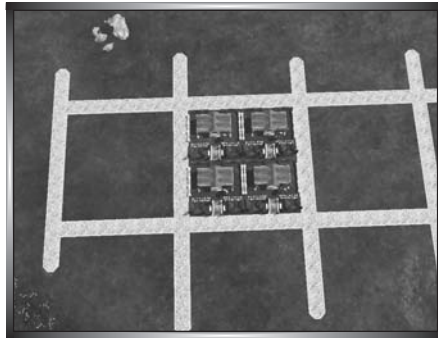




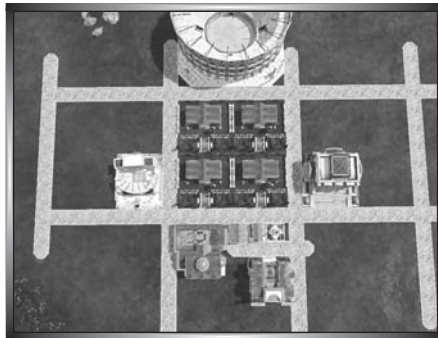
In the screenshot, notice that the base "unit" of this neighborhood is a 2 x 2 block of villas enclosed by road. To start the neighborhood, build this block: place four villas in a 2 x 2 pattern and loop a road around them.



Now use roads to build a few identical blocks surrounding the first one. You should now have one block filled with villas, surrounded by several empty blocks.



Center your view on the filled block. Now start to place service structures in the empty blocks to the north, south, west, and east of your starting block. Leave the diagonals open.



Finally, add extra villas. Place them only in the empty blocks that are *diagonal* to the starting block.

That's it. This basic design can support four blocks of villas (that's 16 villas total) without needing *too* much overlap of services. As you add more villas, you will find that some services don't reach them all—but that's where the diagonal "service blocks" come in handy. Add duplicate service buildings to extend the service's coverage range.



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## SANDBOX MISSIONS & ONLINE PLAY



## NOTE

THESE BLOCKS ARE JUST BIG ENOUGH TO ACCOMMODATE A COLISEUM, WHICH IS THE LARGEST SUPPORT STRUCTURE THAT MUST GO NEAR YOUR VILLAS.

Here's the list of things to place in your patrician neighborhood from the start:

-  Villas (4 to 8)
-  Prefect office
-  Engineer office
-  Tax collector
-  Bathhouse
-  Clinic
-  Shrine to Jupiter
-  Reservoir (can be off to the side)

No fountain is listed here because villas automatically draw water from any reservoir that's within range.

We recommend building most of the start-up service buildings in a single service block and placing your initial villa clusters around it.

Soon you must start adding extra stuff to keep your patricians happy. Keep filling up those city blocks and maintain the pattern: villas on the diagonals, service buildings in the cardinal directions. You can grow this design as big as your funds (and the map) permit.

## When to Go Separate

Separate neighborhoods are our default recommendation. Villas require so much infrastructure—entertainment, education, justice, and more—that having other housing nearby makes it tough to squeeze everything in.

We usually go with combined neighborhoods only in early campaign missions that don't call for elaborate, highly evolved villas.



IN THE BEGINNING OF MANY MISSIONS, WE DON'T PLACE ANY VILLAS. WE DEPEND ENTIRELY ON TRADE INCOME TO GET US THROUGH THE EARLY STAGES. IN THESE CASES IT'S NATURAL TO BUILD SEPARATE HOUSING DISTRICTS: ONE PLEB AND EQUITUS DISTRICT TO START WITH, AND THEN A SEPARATE ONE FOR PATRICIANS IF WE DECIDE TO CONSTRUCT VILLAS LATER IN THE MISSION.

## Intermediate (Market) Zone

Your market zone should be extremely close to your residential zone(s). In some cases it may be so close as to seem an extension of the residential zone.

Market zones serving a combined community of insulae, domi, and villas should have all market types: food, basic goods, luxury goods, and exotic goods.



SKIP THE EXOTIC GOODS MARKET IF YOU DON'T PLAN TO EVOLVE YOUR VILLAS VERY FAR. EXOTIC MARKETS SHOULD BE PLACED CLOSE TO VILLAS, IN ORDER TO SPEED UP THEIR EVOLUTION. IF THE PATRICIANS MUST TAKE A LOT OF TIME GETTING THEIR EXOTIC GOODS, THEY'LL EVOLVE SLOWER, PAYING LESS TAX AND SLOWING THE GROWTH OF YOUR PROSPERITY RATING.

Market zones serving separated neighborhoods need only goods that are important to that neighborhood. For example, an insulae and domi neighborhood does not need a nearby exotic goods market.

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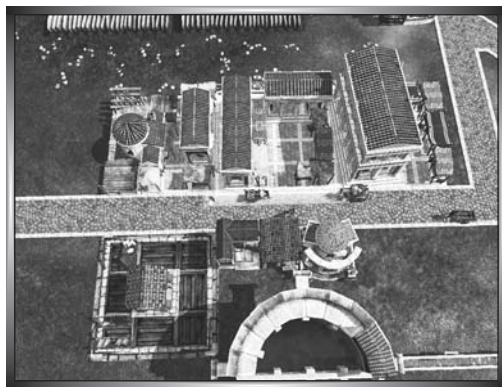




# CAESAR™ IV

We recommend placing a warehouse (or two, eventually) and a granary in your market zone. Situate these structures on the side of the market district closest to your farms or factories.

The granary's workers will grab food from farms, bringing it close to the market. This allows the market to be stocked with food more consistently than it would without a granary.



Specialize the warehouse(s) to accept only the finished goods sold in your markets. This pulls those goods closer to the markets and prevents your workers from storing the goods in other warehouses that are nowhere near the market.

You need Tax Collectors in range of your markets, especially if your villas are far away from markets, as sales tax is a noticeable addition to your revenue. Every purchase made in any kind of market pays sales tax, which is collected monthly by your tax collectors. You can adjust the amount of sales tax on the Finance Advisor screen; raising it by a percentage point or two can bring in good money without angering your population too much. Also, you can check the amount of tax paid and the amount of tax your markets can potentially pay (with full supplies of all goods in stock) from the Commerce overlay menu.

When you have a fully operational city with plenty of food and goods stored in warehouses, it can be a big boost to the economy to lay down multiple market zones; this will keep your farms and factories from getting full and slowing production and will also bring in even more sales tax revenue. Basic Goods and Food markets can be checked from their Selected Object Panels to prevent plebs from shopping at them, which is handy for keeping your patricians and equites well stocked with basic supplies.



YOU CAN SQUISH A MARKET ZONE RIGHT UP AGAINST A RESIDENTIAL ZONE, SEPARATING THEM ONLY BY A SINGLE ROAD.

# Farming & Industrial Zones

With your residential areas built, you can turn your attention to farming and industry. Here are some recommendations on how to build these areas.

## *Combined Farming & Industrial*

If your arable land and resources are mostly packed into a single portion of the map, combine your farms and factories into one big area.

Place fields and pastures first, then line up your farms along the fringe of the arable land so they're as close as possible to the fields.

Now place resource-gathering camps nearby, at the spots of the appropriate resources.

When all these things are in place, create a block of factories as close as possible to the farms and gathering camps.



MORE FACTORIES.

LEAVE SPACES BETWEEN SOME OF YOUR GATHERING CAMPS AND FACTORIES, AND PLACE ROADS IN THOSE GAPS. WITHOUT CROSSROADS, YOU END UP WITH STRAIGHT LINES OF BUILDINGS THAT BLOCK FURTHER

CONSTRUCTION AND NOWHERE TO GO WHEN YOU NEED

Place a few warehouses between resource producers and factories. Specialize them all to accept raw materials. Make sure the warehouse closest to a particular resource camp and factory is the one that handles that raw material. This minimizes transit time between camp, warehouse, and factory.

Finally, make sure there's at least one straight, efficient road connecting all this stuff to the main part of your city. Clear away debris or trees if necessary to improve the road; the straighter and more efficient this road, the more efficient your economy.

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## Separated Farming & Industrial

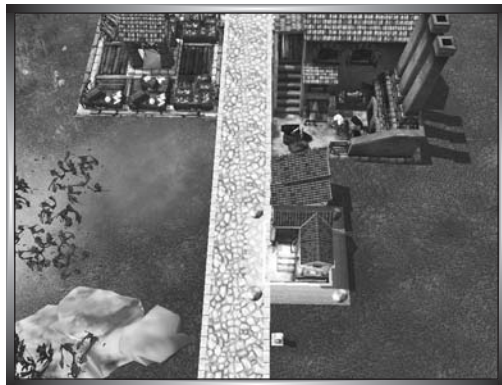
In most cases your fields and resources won't all be packed into the same place. In most scenarios, therefore, you'll build:

- A large cluster of farms, a few warehouses, and several factories that produce goods from agricultural products. This cluster will sit at the edge of your main arable patch, next to the fields and pastures.
- Possibly a second or third cluster of farms, warehouses, and factories, *if* the map features more than one large arable patch (and you need the resources).
- Multiple smaller clusters, each consisting of resource-gathering camps, warehouses, and factories placed next to specific resources.



Each building cluster needs its own prefect and engineer (if the building cluster is far enough off by itself), or you're flirting with disaster.

A cluster can focus on only one industry or on many if several resources are clumped together. For example, you have an iron mine and gold mine next to each other, so next to these mines you might build:



- Two iron-mining camps
- Two gold-mining camps
- A warehouse that takes only gold and iron
- Four jewelry factories (to use the gold)



- Two weapons factories (to use some iron)
- One armor factory (to use some iron)
- One utensils factory (to use some iron)
- A prefect office
- An engineer office

## *Ports & Depots in Industrial Zones*

Sometimes you can place ports and depots just about anywhere. This is particularly true when you don't plan to use them much—for example, when they just provide a single exotic resource. But to do lots of heavy-duty trading, you must place ports and depots in relation to the rest of your economic machine.

For example, let's say you've got a cluster of sand-collecting camps and glass factories. One of your trading partners accepts glass in trade, and the trading limit is high (meaning, you can ship a *lot* of glass every year). In this case you should place that city's trading port or depot as close to the glass-making cluster as physically possible. Otherwise the supply lines get too long, and it's hard to export the maximum amount of glass.



Another example: some scenarios demand weapons but provide you with no iron, so you must import iron from a foreign city. In such cases, think of that city's trade port or depot as an iron mine, and place your weapons factories right up next to it. Again, this speeds the flow of goods and allows you to maximize production.



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## NOTE

IN MAPS WHERE YOU START OUT WITH LIMITED RESOURCES AND NEED TO GROW YOUR CITY SLOWLY FOR FEAR OF RUNNING OUT OF FUNDS, IT'S SOMETIMES HELPFUL NOT TO SET YOUR WAREHOUSES' STORAGE ORDERS. THIS WAY, ALL FINISHED GOODS GET OUT OF THE FACTORIES QUICKER, PREVENTING PRODUCTION FROM BACKING UP. ALSO, CERTAIN RESOURCES THAT TAKE MORE OR LESS TIME TO COLLECT CAN GET INTO THE FIRST AVAILABLE SPACE AS SOON AS IT'S COLLECTED. SINCE YOUR CITY WILL PROBABLY BE PRETTY CONDENSED UNDER THESE CONDITIONS IN THE FIRST PLACE, MOST WAREHOUSES WILL BE CENTRALLY LOCATED AT THIS POINT. ONCE THE CITY AND ITS INDUSTRY GROW, THE WAREHOUSES CAN THEN BE SET TO ONLY COLLECT CERTAIN RESOURCES OR GOODS.

## Military Zones

Military zones are not particularly demanding. Just follow these rules of thumb when placing them:

- Keep military buildings well away from residential areas (and future residential areas).
- Place a mess hall with road access close to your forts.
- Cluster forts together so they can share the mess hall.
- Place a training field near forts so the troops can get back and forth quickly.
- If the mess hall is having trouble keeping a stock of food, consider placing a granary near it (and build more farms if possible).



Several of those rules boil down to keeping the military buildings together. If you can do that and keep all military buildings well away from your housing, you're ahead of the game.

However, the recruitment post is one military building we like to separate from the rest. Since this building needs weapons (and sometime armor) and soldiers only need to visit it once (as they enter the city to join your cohorts), it makes sense to place this building closer to your armor and weapon production cluster than your military cluster. This ensures a fast, steady flow of gear, and speeds along the development of your cohorts.



FORTS TYPICALLY DO NOT NEED TO BE PROTECTED WITH WALLS. ENEMY INVADERS ARE MUCH MORE INTERESTED IN TRASHING YOUR ECONOMY THAN PICKING ON FORTS AND OTHER MILITARY STRUCTURES.

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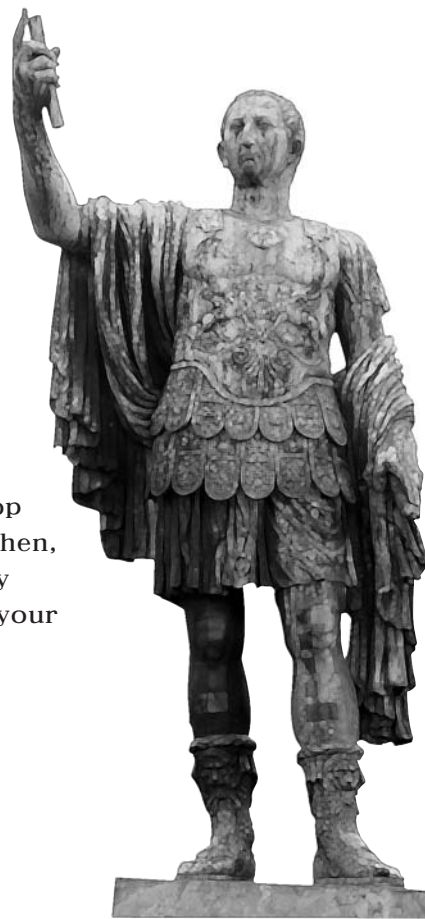
### SANDBOX MISSIONS & ONLINE PLAY





## GAME FLOW

Every mission features different victory conditions, terrain, and challenges. One city may be harassed by endless barbarian attacks; another may have to cope with a resource-poor map. Despite these differences, it helps to develop a standard approach to missions. Then, instead of reinventing your strategy every time, you can simply modify your basic plan.



## Typical Start-up



The first 15 minutes of your game are the most crucial. It's here that you'll map out the city's skeleton, spend most of your initial denarii, and build the infrastructure that will hopefully make the city profitable. If your moves in the early game are poor, the rest of the game will be a struggle.

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### Typical Start-up

### Typical Midgame



## Typical Endgame

- 
- An aerial photograph of a landscape. A wide, light-colored road or path runs diagonally from the bottom left towards the center. To the left of this road is a large, dark, textured field. To the right of the road, there are several clusters of trees, including some tall, thin evergreens. In the background, there are rolling hills or mountains under a cloudy sky. The overall scene is captured from a high angle, looking down on the terrain.

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- Are there any terrain features, such as rivers, lakes, or hills, that must be accounted for?

The results from this initial survey help shape our plan for the city.

## Survey Trading Options

Next, we open the Empire map and click on every potential trading partner. We're just looking to see who trades what, and how much.

We mentally assign each city a trading priority. We immediately open trading routes with high-priority cities; lower-priority routes can be left for later in the game.



Here's an example of a high-priority route: we're playing a mission with a big barbarian threat, and we have no iron mines. Any city that sells iron goes straight to the top of our list.

Other high-priority cities buy the goods we can produce—ideally, lots of those goods. For example, if our map is littered with sand pits, we can create a big surplus of glassware. Any city that imports lots of glassware will be crucial to our economy, so we should immediately open that trade route too.

Medium-priority trade cities are those that sell items we'll find useful—just not right away. For instance, if we can produce furniture (a luxury item) but not utensils or wine (also luxury items), a city that sells wine might be a medium-priority trade partner. That's because we can grow our domi to medium size with just the furniture, and we can probably get along just fine with medium-sized domi for a while. But eventually we'll want a second luxury resource so the domi can evolve to maximum size.

Cities that do nothing but sell exotic goods are medium or low priority. That's because even if you plan to build villas right from the mission start, they won't require exotic goods immediately. You can evolve villas a couple of times before exotic goods become a requirement. Because of this, you can hold off on opening those trade routes until exotic goods are the limiting factor to villa growth.



## Develop a Plan

Now that we've considered both our map and our trading options, we develop a plan:

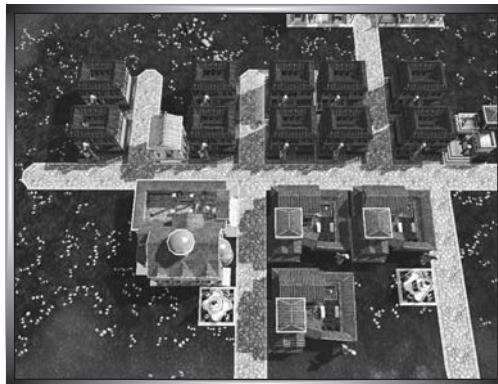
- Decide where our main housing, farming, and industrial zones will be
- Open the trade routes that we plan to exploit as quickly as possible
- Decide whether we'll build a military or try to buy off barbarians
- Decide whether to focus on villas or trade as our early game wealth engine

Our trade options guide that last decision. If we have the resources to produce a lot of a valuable product, and another city will buy a large quantity of that product, we tend to ignore villas for a while and focus on getting our trade engine running. But if our trade options are limited (i.e., another city will buy our product, but it's a low-cost product, or the city won't buy much of it, or we don't have the resources to produce much of it), the villas go in immediately.

## Build the "Starter Neighborhood"

Our typical starter neighborhood includes:

- Seven to ten insulae
- Three domi
- Fountain
- Bathhouse
- Clinic
- Prefect Office (slightly apart from the neighborhood)
- Engineer Office (slightly apart from the neighborhood)
- Shrine to Jupiter



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- Nearby Reservoir (usually off to the side)
- Grid of Roads (gives shape to neighborhood)

You can adjust the number of insulae and domi depending on the scenario. The idea is to provide enough labor to get your city working, but not so much that unemployment will become a problem once the insulae grow to a larger size (and more citizens move in).

The fountains fulfill buildings' growth conditions, provide a minor health boost to ward off early game epidemics, and give just enough appeal to the area to ensure good immigration.

The bathhouse and clinic further add to health, ensuring that you won't get caught with a health problem during your city's vulnerable early stages.

The prefect and engineer prevent building loss due to fire and collapse. Also, the prefect keeps early game crime down to manageable levels.

The shrine to Jupiter prevents Jupiter's wrath (in the form of lightning bolts that destroy your buildings).

Finally, the nearby reservoir supplies water to the bathhouse and fountain, and the roads interconnect all the neighborhood structures.



## CAUTION

YOUR BUILDINGS START COLLAPSING AND BURNING DOWN VERY QUICKLY AFTER BEING PLACED. IT'S CRUCIAL TO GO INTO THE LABOR ADVISOR AND SET THE STAFFING PRIORITY OF PREFECTS & ENGINEERS FROM NORMAL TO HIGH BEFORE TAKING YOUR CITY OFF PAUSE FOR THE FIRST TIME TO

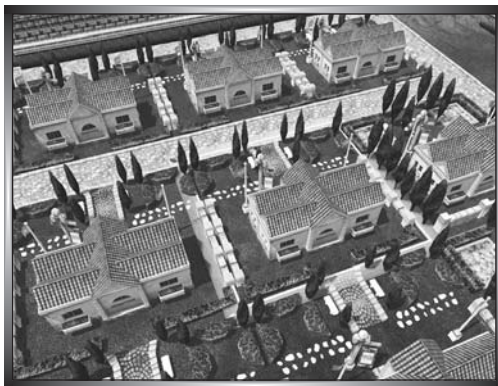
GUARANTEE THAT YOU WILL HAVE ENOUGH STAFF TO KEEP ALL YOUR BUILDINGS UP AS YOUR MIGRANTS ARE STILL COMING INTO THE CITY. OTHERWISE YOU WILL LOSE QUITE A FEW BUILDINGS WHEN YOUR MONEY IS ALREADY LOW.



REFER TO THE SAMPLE PLANS IN THE "CITY PLANNING" CHAPTER FOR SUGGESTIONS ON HOW TO STRUCTURE YOUR STARTER NEIGHBORHOOD.

## *Add Villas if Desired*

If your early game plans call for villas, add them immediately. As explained in the "City Planning" chapter, you can either graft these villas onto the side of your starter neighborhood, or place them in their own separate area. If you go the separate route, you'll need to duplicate most of the service buildings from the lower-class neighborhood.

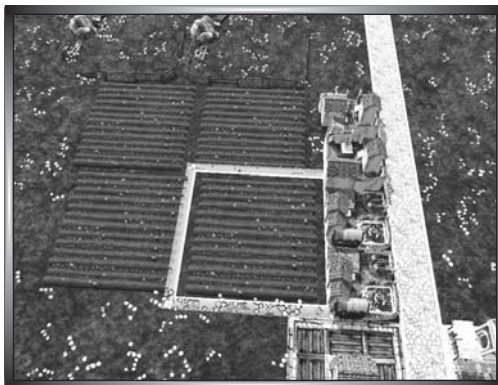


Be sure to add a tax collector near your villas. It should be close, but not actually adjacent; this way its negative Desirability effect is minimized. The tax collector gathers early game revenue from the villas, which is beneficial even if the villas have not evolved much. These small amounts of denarii can make the difference between going deep in the red and keeping your economy afloat.

## *Start Initial Farming & Industry*

Now build farms, resource-gathering camps, and factories. The number of each building depends on your city's needs, and your early game assessment of trading possibilities.

If a particular good can be traded, build extra collection buildings and factories to ramp up production. Otherwise, build just enough of the product to satisfy your own



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# CAESAR™ IV

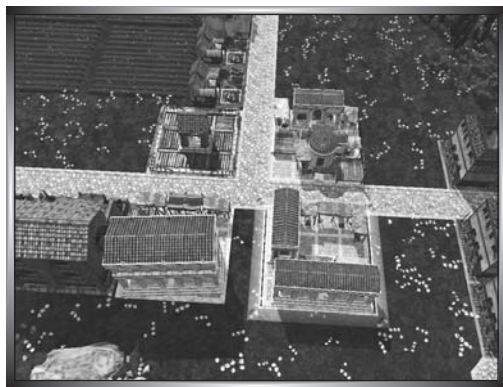
city's needs. A single collection building (like a grape farm) and two factories of the appropriate type (in this case, a wine factory) are usually enough to keep your city flooded with a particular product.



IF YOU PLAN TO FIGHT RATHER THAN BRIBE BARBARIANS, CONSIDER PRODUCING WEAPONS, AND POSSIBLY ARMOR, RIGHT FROM THE START.

## *Add a Market District*

Place a market district somewhere between your farming area and your residential area(s). The markets should be quite close to your housing. Leave at least a market-length of open space between the market district and the first houses.



LEAVING SPACE AROUND YOUR STARTER NEIGHBORHOOD ALSO MAKES IT EASIER TO WALL IT IN LATER.

The market district usually demands a food market, basic goods market, and luxury market. Exotic goods are unnecessary if you plan to avoid building villas.

# Typical Midgame

After your city has chugged along for a while, things start happening. Finished goods start being produced. Trade goods start rolling in and out of your city. Caesar starts making requests or demands. And if you're unfortunate, barbarians start threatening you. The midgame is all about managing these developments and increasing your city's size, strength, and revenue.

## Ramp up Production

Once food and goods start appearing, begin deciding whether you're producing enough. Ramp up production of anything you're lacking or anything that you plan to trade. Add another insula or domus here or there if you lack the labor to do these things—but take it slow. Otherwise you'll end up with an excess of unemployed population when your insulae and domi evolve to the next level.



Also, *maximize your exports!* If you aren't exporting the maximum yearly amount of goods (or very close to maximum), you're missing out on a lot of denarii. Make sure you have enough resource camps and factories to produce those exports. Also make sure those buildings are as close as possible to the trade port or depot associated with that export.

Consider putting a specialized warehouse right next to the port or depot, and forcing it to accept only the export(s) in question. This can greatly speed up the process of getting goods to the port or depot.

Exports are the early game cash engine for most scenarios; make sure that engine is running smoothly.

## Evaluate Your Trading Situation

At this stage of the game, you should be exporting anything that's profitable and importing only raw materials that provide a real boost to your economy. Don't import exotic items yet, as they're extremely expensive and can easily bankrupt you (your funds are probably still depleted from your initial building spree, and your villas and/or trade routes haven't had time to replenish your coffers).

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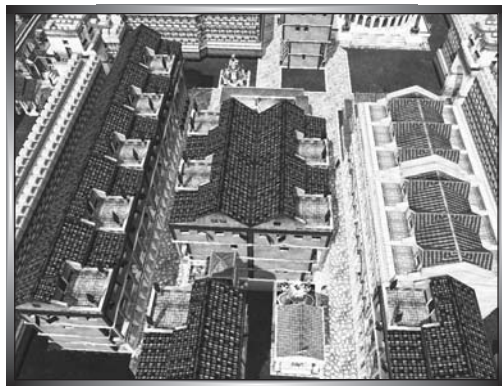
For example:

-  Do import iron for weapons if you plan to fight barbarians or export the weapons
-  Do import raw materials used in making finished goods, *if* you can sell them (for example, import gold, make jewelry, and then sell it)
-  Don't import raw materials or goods that you can create yourself
-  Don't import basic or luxury goods if you're already making at least two different kinds of them; your population can do without them for now
-  Don't import exotic goods at all. These are extremely expensive and can bankrupt you

The midgame is the time to be a greedy trader. Export everything you can! Import only things that you absolutely need or things that will assist you in making more trade goods.

## Grow Your Housing

It's more efficient—in terms of both denarii and space—to grow your existing housing rather than constantly add new housing. To make that happen, try to ensure a steady flow of at least two kinds of basic goods and two kinds of luxury goods. If your neighborhoods have fountain water (and they should), these goods will allow your insulae to reach their maximum size and your domi to reach their medium size.



If you have the denarii, take the final step and wall in your neighborhood. This lets domi reach their maximum stage of evolution.



## Start Planning Your Military Future

If you plan to fight the barbarians, you (hopefully) started weapons and armor production right from the get-go.

If you did this, watch as weapons and armor start to build up. When you've got a surplus of food in your granary and at least 10 weapons sitting in warehouses, then place a fort, along with the necessary support buildings (mess hall and recruitment post).



PLACING FORTS BEFORE YOU'VE GOT SURPLUS WEAPONS AND FOOD RESULTS IN EMPTY, INEFFECTIVE FORTS. EMPTY FORTS COST DENARII, UP FRONT, AND THEY DIVERT FOOD FROM YOUR MARKETS—EVEN THOUGH THEY HAVE NO REAL PROTECTIVE VALUE. THEREFORE, WAIT UNTIL YOU'VE GOT THE SUPPLIES TO BUILD THOSE FORTS.

It's good to eventually build two or three forts—sometimes more in the later missions—but don't build a second fort until the first is largely filled with troops.

If barbarians are threatening and your troops are still weak, consider adding a few sections of wall here or there, along with gatehouses and towers. These provide a bit of (relatively) cheap and easy defense. If barbarians attack, lure them toward these defenses and fight them there. The defenses may be the difference between success and defeat.

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## Start Meeting Demands

At some point in the mission's early stages, Caesar starts requesting favors or handing down orders. This is a tough time for you to comply, because your production isn't fully established and you're probably low on denarii.

Carefully consider each request or demand, and decide whether or not you'll comply. You can safely ignore early requests, since they don't actually cost you Favor. Demands are trickier; it's dangerous to ignore a demand if your Favor is below 20.

Ultimately, though, you've either got the means to meet a request or demand, or you don't. If you don't, you have no choice but to let your Favor sink. Just try to ramp up production and build several cohorts so next time Caesar asks for something, you're covered.



IF YOUR FAVOR IS DANGEROUSLY LOW, GIVE GIFTS TO CAESAR FOR A QUICK BOOST. SOMETIMES THIS IS ENOUGH TO GET YOU OUT OF TROUBLE.

## Grow Your Villas (in Moderation)

Consider adding villas if you didn't before, or adding a few if you already did. Also, try to meet a few of your villas' *cheaper* requirements in order to make them evolve. This results in more tax revenue.

The operative word here is *cheap*. Don't start building coliseums and circuses with no regard for cash. Instead, add a



few plazas and possibly an odeum; do the bare minimum to make the villas evolve a bit so you can turn a quick profit on property taxes. This will help you get past the tricky financial pinch that's so common in the midgame.



WHEN YOUR DOMI REACH THEIR MAXIMUM EVOLUTION, START GROWING YOUR VILLAS. LARGER DOMI RESULT IN AN INFLUX OF EQUITES, SO NOW YOU HAVE ENOUGH EQUITES TO STAFF THE LARGER SERVICE BUILDINGS THAT PATRICIANS DEMAND.

## Typical Late Game

The late game is when your city starts to mature. By now, you should have a large, busy population that's working most of your arable land, meeting most (if not all) of your domestic needs, and creating enough trade goods to completely fill your trading partners' yearly goods quotas. If you went the villa route, you should also have a reasonably well-developed enclave of villas that produces a good income from property taxes.

By this time, you should be raking in a lot of money. This allows you to add the final touches to your city defense or stockpile enough cash to bribe any barbarian threats.

## Finalize Defenses

By now you know how much barbarian resistance this mission has to offer. If you've been mopping the floor with invaders, consider yourself done with military spending. If the last few battles were close, add another fort and consider walling in important sections of city. By the time you're done here, you shouldn't have to worry about attacks.



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On the other hand, if you've gone a purely economic route, a big bank account is your best defense. Build up several thousand denarii and maintain that level of savings. Don't build anything that jeopardizes it. Maintaining that cash allows you to bribe freely and avoid barbarian hassles.

## *Finalize Production*

If you're lacking anything, add production buildings or factories to completely meet that need.

If the map still has arable land, consider filling it completely. A surplus of food never hurts.

## *Finalize Trade*

Make sure you're churning out enough trade goods to meet other cities' demands, thus gaining maximum profit.

When your cash levels get comfortably high, start importing more goods to satisfy your populace. Buy exotic goods to further grow your villas.

If you still haven't opened trade with one or more cities, make a final decision on whether to do so.



YOU DON'T HAVE TO OPEN TRADE WITH *EVERY* CITY. FOR EXAMPLE, IF YOU HAVE ENOUGH EXOTIC GOODS TO COMPLETELY SATISFY YOUR PATRICIANS, THERE'S NO NEED TO OPEN TRADE WITH A CITY THAT BUYS NOTHING FROM YOU AND ONLY SELLS ADDITIONAL TYPES OF EXOTIC GOODS.

## *Add Services*

Continue to add higher-level services for your patricians. This grows your villas, enhancing your property tax profits.

## Typical Endgame

You enter the endgame after you meet your city's demands, establish a robust monthly income, and secure your city from attacks (either through military might or a big pile of cash for bribes). When you meet these conditions, you've almost reached victory and just need to meet your victory conditions.



Look at your target numbers for Population, Security, Culture, Favor, and Prosperity. You've probably already hit a couple of those marks. Now it's time to hit the rest.

To build Security, make sure each area of the city has a prefect. Enclose *all* residences with city walls. Add education buildings that reach your entire population, as education helps to fight crime.

Building Culture is a matter of providing just about every service to every possible house. Make sure each dwelling is served by a full range of structures providing entertainment, religion, education, health care, and justice. Make sure that all five gods are represented with shrines and temples. If necessary, knock down unnecessary buildings (like extra warehouses) to make room for these service buildings.

To top off Favor, keep meeting Caesar's requests and demands. Also, keep the city happy and healthy. Your city's economic health and citizens' contentment factor into this equation. Finally, bribe Caesar with gifts to garner that last little bit of Favor.

If you lack Population, add it *last*. By quickly adding a bunch of insulae at the game's end, you can hit your population mark and win. By winning swiftly and getting the heck out of there, you don't have to figure out how to provide jobs for all those new citizens!

Refer to the "Advanced Strategies" chapter if you're having trouble meeting endgame requirements.

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## ADVANCED STRATEGIES

If you've read everything up to this point, you have enough information to do pretty well in Caesar IV. This chapter builds on that basic information.

Here you'll find practical tips that help you get a real edge on each mission, coupled with detailed information that you haven't yet seen. Between the two, you'll learn how to hone your game skills to a fine edge.

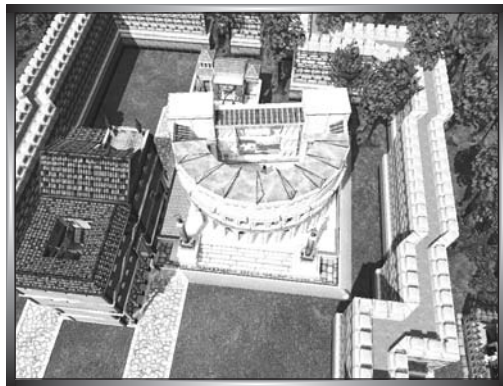


## Culture In-Depth

Some missions require a very high Culture value. In these, it's useful to have a more in-depth understanding of how Culture works.

Culture is based on four equally weighted components:

-  Education
-  Entertainment
-  Health
-  Religion





The lowest of these four components caps the Culture rating. For example, if you have great Education, Health, and Religion values, but almost no Entertainment, you cannot have a very good Culture rating. Your Culture is only as good as its lowest component.

To max out Culture, therefore, keep placing buildings that add to your city's weakest component. Eventually, as more and more houses get access to more and more services, you will achieve the necessary rating.



RELIGIOUS COVERAGE IS DEPENDENT ON GOD TYPE, NOT BUILDING TYPE. IN OTHER WORDS, IT'S IMPORTANT TO HAVE BUILDINGS DEVOTED TO ALL FIVE GODS IF YOU WANT A HIGH CULTURE, BUT IT DOES NOT MATTER WHETHER THOSE BUILDINGS ARE SHRINES OR TEMPLES. AS LONG AS THERE ARE ENOUGH OF THEM TO COVER YOUR CITY, YOU'RE OKAY.

## Favor In-Depth

Gaining Favor is a major challenge in most scenarios. Here are some specifics about how Favor works.

### *Orders, Requests, and Favor*

When the game starts, you get a grace period of two years. After that you lose one Favor point per year, regardless of what else you do.

Fulfilling a typical Caesar request nets you five to ten Favor. Failing to comply with a typical Caesar order (i.e., an order demanding goods or denarii) results in a loss of ten Favor. (Bear in mind that these numbers can change; individual orders or requests can be more or less important.)

Failing to send troops when Caesar demands them results in a penalty of ten Favor. There is no Favor penalty if your troops lose when fighting under Caesar's command.



AFTER SEVERAL MONTHS IN DEBT, YOUR CITIZENS WILL BECOME ANGRY DUE TO UNPAID WAGES. THIS IS AN EXCELLENT REASON TO AVOID STAYING IN DEBT FOR PROLONGED PERIODS OF TIME.

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## Gifts and Favor

Gifts are a useful way of building up Favor, particularly in later missions where Favor can be hard to get. However, you can't get infinite Favor out of gifts, since your Favor boost declines each time you give a specific type of gift.



### Gifts and Favor

Gift	Cost	Favor Boost (1st gift)	Favor Boost (2nd gift)	Favor Boost (3rd gift)
Small Gift	Multiples of 12 denarii	5	3	2
Medium Gift	Multiples of 25 denarii	8	5	3
Large Gift	Multiples of 50 denarii	12	8	4

As the table shows, you can give each gift type three times total. Each time you give that gift, you get less Favor for it. For example, you get 12 Favor the first time you give a large gift—but the second time you give a large gift in that same mission, you only get 8 Favor.

Giving any gift a fourth time results in no Favor boost whatsoever.

The cost of gifts varies based on a percentage of your total savings. Small gifts cost 12 percent of your total savings, medium gifts cost 25 percent, and large gifts cost 50 percent.

As your savings go down from giving a gift (or from any other savings use), the costs for gifts to Caesar also decline.

By giving all three gift types three times apiece, you can collect a total of 48 Favor points. That's the maximum Favor you can garner from gift-giving in a particular mission.

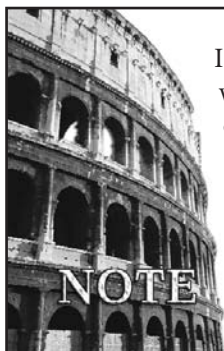
## Salary, Debt, and Favor

You lose one Favor point per month for each level of salary you draw that's above your "proper" salary. For that reason we don't generally recommend increasing your salary. The exception would be a mission where you have Favor to burn, and you're close to winning; in that case you can draw extra salary for a few months.

Debt also has a negative effect on Favor. After six weeks in debt, you lose

one Favor point for every subsequent two weeks you spend in debt. The amount of debt is irrelevant: even if you're only two denarii in debt, you incur those penalties.

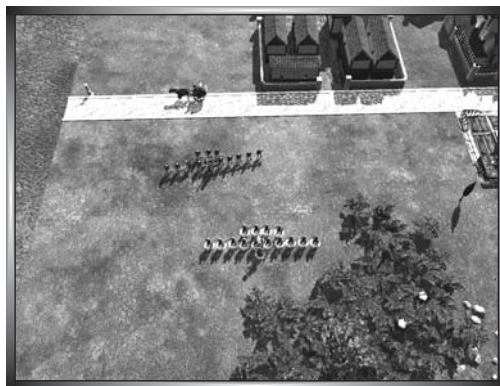
On the flip side, there's no Favor penalty for bouncing in and out of debt, as long as you never stay in debt for more than six weeks!



IF YOU GO BELOW 20 FAVOR FOR A YEAR OR MORE, CAESAR WILL SEND HIS OWN ARMY TO EVICT YOU FROM YOUR GOVERNORSHIP. THIS ARMY IS EXTREMELY FORMIDABLE, SO IN EARLY SCENARIOS YOU CANNOT HOPE TO FIGHT IT; YOU JUST HAVE TO STAY ABOVE 20 FAVOR. IN LATER SCENARIOS, WHICH SOMETIMES LET YOU BUILD A MASSIVE ARMY, FIGHTING CAESAR'S ARMY IS A VIABLE OPTION. DEFEATING CAESAR'S ARMY RAISES YOUR FAVOR BACK ABOVE 20, THOUGH YOU'LL NEED TO GIVE GIFTS OR FULFILL REQUESTS IN ORDER TO TRULY GET INTO THE CLEAR.

## Military Data

What sort of cohorts should you recruit? The following table gives relative values for each cohort type's attack strength and defensive ability.



### Relative Cohort Strength

Cohort Type	Relative Attack	Relative Defense
Light Infantry	4	3
Heavy Infantry	6	5
Missile Auxiliary	5	2
Cavalry Auxiliary	10	4

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As you can see, cavalry is usually your best bet, followed by heavy infantry. Light infantry and missile auxiliaries are best when you need quick reinforcements for your main troops. Also, some missions don't allow you to build heavy infantry or cavalry. In these cases, light infantry and missile auxiliaries are your only options.

## Enemy Strength

The following table gives relative enemy unit strengths. Note that these values apply to Normal difficulty; at Hard difficulty, enemies are somewhat stronger and tougher.

### Relative Enemy Strength

Cohort Type	Relative Attack	Relative Defense
Carthaginian Archer	3	1.5
Carthaginian Catapult	5	10
Carthaginian Cavalry	7	3
Carthaginian Heavy Infantry	5	3.5
Carthaginian Light Infantry	3	2.5
Gaul Archer	3	1.5
Gaul Catapult	5	10
Gaul Cavalry	4	2.5
Gaul Heavy Infantry	4	3
Gaul Light Infantry	2	2.5
German Archer	3.5	1.5
German Cavalry	5	3.5
German Heavy Infantry	5	4
German Light Infantry	4	2
German Siege Ram	2.5	2
Greek Archer	2.5	1.5
Greek Catapult	5	10
Greek Cavalry	3	3
Greek Heavy Infantry	5	3.5
Greek Light Infantry	2	2
Parthian Archer	4	1.8
Parthian Catapult	5	10
Parthian Cavalry	8	3
Parthian Heavy Infantry	4	3.5
Parthian Light Infantry	2	2.5

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At the Normal difficulty level, your troops can always take down enemy troops of a similar type. You can usually get away with having fewer cohorts than your enemy, especially if you keep your cohorts together when you fight.

On Hard difficulty, always try to equal your opponent's numbers.

## Morale Modifiers

Morale affects your units' attack strength, as well as its likelihood of refusing to fight or deserting.

Click on a cohort to learn its current Morale value. Then refer to the following table to see what it means.

### Morale Effects on Attack Strength and Desertions

Listed Morale	Attack Strength	Desertion Likelihood (per Month)
Very Confident to Confident	90–100%	0%
Confidence Wavering	60–85%	0%
May Refuse to Fight	60%	0%
Desertions Possible	60%	10–30%
Desertions Likely	60%	50%

Unit strength affects Morale, as does lack of food. As a unit gets decimated, it slowly loses Morale, which in turn reduces its effectiveness. That's why you should keep your cohorts together and finish off enemies with as little loss of life as possible.

## Production Up Close

A lot of your strategy involves producing items: raw materials, basic goods, and luxury goods. We've given you ballpark numbers on what buildings can produce how much of what items—but if you want to completely fine-tune your production, here are some specifics.

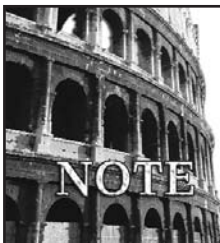
## Maximum Yields for Agriculture

Let's start with agriculture. This table shows the rough maximum yield of each "field" structure in the game.



### Field Production Capacities

Building	Months to Maximum Growth	Maximum Yearly Production
Cattle Pasture	6 months	36 units/year
Grain Field	2 months	23 units/year
Grape Vineyard	2 months	18 units/year
Olive Grove	2 months	18 units/year
Sheep Pasture	6 months	32 units/year
Vegetable Field	2 months	23 units/year



THE YIELDS LISTED IN THIS TABLE (AND IN SUBSEQUENT ONES) ASSUME IDEAL CONDITIONS: FARMS WITH MAXED-OUT WORKERS, ENOUGH GRANARIES AND MARKETS TO CONSTANTLY HAUL AWAY FOOD, AND VERY SHORT DISTANCES BETWEEN FIELDS AND FARMS.

As you can see, pastures take a lot longer to get going than fields, but once they do, they generate about 50 percent more product per year.

That's not to say that cattle pastures are *better* than grain fields or vegetable fields. Although they do produce more per field, they also take up more space—so it all comes out fairly even in the end.

The listed values are *per field*, not per farm. So a fully working grain farm with two nearby fields can generate about 46 units of grain per year.

Bear in mind that you won't always get maximum yield. Any time that fields aren't entirely on arable land, farms lack workers, or too much product gets stored on the farm for too long, productivity suffers.



## Maximum Yields for Raw Materials and Finished Goods

The following table lists rough maximum yields for various raw materials camps, basic goods factories, and luxury goods factories. (Again, this table assumes perfect conditions, such as a full complement of workers and a constant supply of raw materials.)



### Raw Materials & Finished Goods Production

Building	Maximum Yearly Production
Nonfarm Resource Camp (Any)	36 units/year
Basic Goods Factory (Any)	22 units/year
Luxury Goods Factory (Any)	18 units/year

You can now see why we recommend two factories per resource collection camp as a rule of thumb. One resource camp provides exactly enough raw material (under perfect conditions) to fuel two luxury goods factories.

Basic goods factories work faster, so they're likely to chew through the resource camp's raw materials a little quicker. But even here, the "two factories to one camp" rule works very well.

Since olive groves and grape vineyards can produce about 18 units per year, and one farm can work two fields, the rule works for olive oil factories and wine factories as well: build two factories for each grape farm or olive farm.

## Why Maximum Yields Are Important

If you know a building's maximum yield, you can roughly calculate its yearly production.

For example: let's say a trade route accepts 40 units of jewelry per year. You want to sell the maximum of 40 units per year. Well, a jewelry factory is a luxury goods factory, and referring to the table, you see that luxury goods factories can make (at most) about 18 units per year.

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In this case you'd want to build at least three luxury goods factories. They could produce up to 54 units per year—enough to flood the export market with 40 units and still have up to 14 units left for domestic consumption.

Of course, you'd need two gold-mining camps to fuel those factories. And, knowing that two camps can easily fuel *four* factories instead of three, you could easily add a fourth factory. That way you're sure of having more than enough jewelry for your own citizens.

## Property Taxes

To see how much income you get from your exports, multiply the exported item value by the number of items you're selling. But roughly how many denarii do you get from property taxes on villas? Take a look:



### Villa Property Taxes

Level	Average Yearly Tax
Small Villa	0
Medium Villa	200
Large Villa	430
Small Estate	690
Medium Estate	860
Large Estate	1,000
Small Mansion	1,100
Medium Mansion	1,270
Grand Mansion	1,450

Notice that a small villa pays nothing in taxes, so don't bother placing villas unless you plan to evolve them at least a little!

A good strategy is to only place villas when you can quickly evolve them to large villas. Large villas produce healthy tax revenue without requiring any expensive exotic goods, so they provide you with a nice, consistent revenue source without much expense.



YOU CAN SQUEEZE A LITTLE EXTRA PROPERTY TAX OUT OF PATRICIANS BY UPPING THE TAX RATE. JUST BEWARE OF THE UNHAPPINESS THAT MAY RESULT!

## Prosperity In-Depth

Prosperity is capped by your housing's average property value, which in turn is correlated to evolution: in other words, a large domus has more value than a small domus.

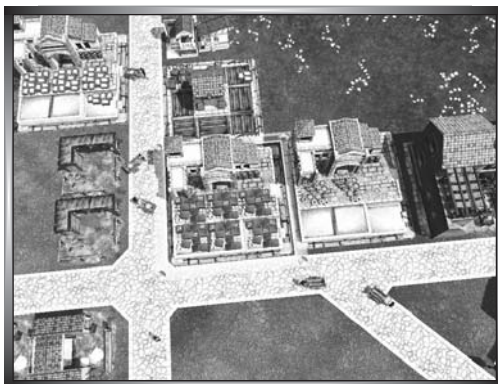
A fully evolved insula has a property value of 25. So, if your entire city contains nothing but large insulae, your Prosperity will be capped at 25.

Fully evolved domi have a property value of 35. If your city has nothing but large domi, your Prosperity will be capped at 35.

If your city contains a mix of fully evolved insulae and domi, your Prosperity will be somewhere between 25 and 35, depending on the mix: the more domi, the higher the value.

Since a city with nothing but insulae and domi can't have a Prosperity over 35, you must add villas in order to reach higher Prosperity levels. Highly evolved villas can have property values in the hundreds. Therefore, each highly evolved villa you add brings up the total property value, and with it, your Prosperity.

If you've maxed out the evolution on all of your buildings and still don't have enough Prosperity, start adding villas and growing them as big as possible. Keep doing this until you have enough large villas to hit the necessary Prosperity value for the mission.



IF YOU GO INTO DEBT, YOUR PROSPERITY DROPS TO ZERO. GET BACK INTO THE BLACK, AND PROSPERITY WILL SLOWLY RECOVER.

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IF YOU'VE HIT ALL YOUR OTHER SCENARIO GOALS BUT NEED A LAST LITTLE PROSPERITY BOOST TO WIN, HERE'S A DIRTY TRICK: DESTROY A FEW INSULAE. DEMOLISHING THESE LOW-VALUE PROPERTIES GIVES A QUICK BOOST TO PROSPERITY, ALLOWING YOU TO SCORE THE QUICK VICTORY.

## Religion In-Depth

There are five gods in *Caesar IV*: Jupiter, Bacchus, Ceres, Mars, and Mercury. Worship produces beneficial effects for your city. The actual effects depend on the gods you're worshipping and the number of worshippers in your city.

Positive effects fall into two categories: Benevolence Events and Constant Effects.

Benevolence Events occur semirandomly when you have at least 750 citizens worshipping a god in your city. The exact effects depend on the god.

Constant Effects are constantly in effect as long as enough households are worshipping a particular god.



## Benevolence Events

Benevolence Events occur only when your city has a certain number of worshippers devoted to a particular god. (A worshipper is anyone whose home is within range of a shrine or temple to that god.)

Benevolence Events happen only for the two *most-worshipped* gods in the city. For example, even if there are thousands of Ceres worshippers in your city, if Jupiter and Mars have even *more* worshippers, you will never get a Ceres Benevolence Event.



IF SEVERAL GODS HAVE EQUAL NUMBERS OF FOLLOWERS, THE TWO "MOST-WORSHIPPED" GODS ARE CHOSEN AT RANDOM, FOR PURPOSES OF BENEVOLENCE EVENTS.

This table shows how often benevolence events occur, based on worshipper population.

### Chances of a Benevolence Event (per Month)

Number of Worshipers	Chance of Lesser Benevolence	Chance of Greater Benevolence
0	0	0
750	1	0
3,300	1	1
5,100	2	1
6,900	2	2
8,700	3	2

The preceding table shows how likely a Benevolence Event is. The following table shows what the actual effects of these events are:

### Benevolence Events

Deity	Magnitude	Description
Bacchus	Lesser	Increases goods already in patrician homes
Bacchus	Greater	Increases goods already in patrician & equite homes
Ceres	Lesser	Fills some fields with produce
Ceres	Greater	Fills all fields with produce
Jupiter	Lesser	Removes some criminals from city
Jupiter	Greater	Removes all criminals from city
Mars	Lesser	Grants battle experience to one unit
Mars	Greater	Grants battle experience to all units
Mercury	Lesser	Grants denarii based on open trade routes
Mercury	Greater	Grants denarii based on open trade routes (more than lesser)

As you can see, Benevolence Events are powerful, but even with lots of worshippers in the city, the chances of them happening are never great. Because of this you cannot count on them; instead, simply consider them a helpful perk.

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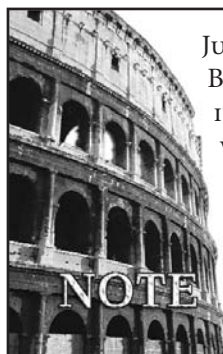
## KINGDOM CAMPAIGN

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JUPITER HAS A WRATH EVENT IN ADDITION TO HIS BENEVOLENCE EVENT. IF YOU HAVE AT LEAST 750 PEOPLE IN THE CITY AND JUPITER IS *NOT* ONE OF THE TWO MOST-WORSHIPPED GODS (OR AT LEAST TIED FOR THAT TITLE), HE WILL RANDOMLY DESTROY ONE BUILDING (A MINOR WRATH EVENT) OR TWO BUILDINGS, ONE OF WHICH IS A SHRINE OR TEMPLE TO A DIFFERENT GOD (A MAJOR WRATH EVENT). IT'S BEST TO ENSURE THAT JUPITER IS ALWAYS ONE OF THE TWO MOST-WORSHIPPED GODS.

## *Dedications*

In addition to Benevolence Events, gods can provide helpful Dedications. These effects are based not on raw number of worshippers, but on the number of worshipping *households*—how many insulae, domi, and villas are covered by that god's shrines and temples.

Unlike Benevolence Events, you may have Dedications from all five gods running at once; these effects are not limited to the two most-worshipped gods.

Also, the various levels of Dedications stack. For example, if you have 60 households worshipping Jupiter, you will have Jupiter's minor, middle, and major effects all running at once.



VISIT THE RELIGION SECTION OF THE ADVISORS SCREEN AND LOOK FOR SPECIAL ICONS. YOU'LL SEE AN ICON FOR EACH DEDICATION EFFECT YOU HAVE RUNNING; THIS IS THE ONLY WAY OF SEEING WHICH EFFECTS (IF ANY) ARE ACTIVE. (IF NO ICONS APPEAR, YOU DON'T HAVE ANY ACTIVE EFFECTS.)



Here are the effects:

## Dedication Events

God	Effect	# of Required Households	Description
Bacchus	Minor	20	Wine production is faster
Bacchus	Middle	40	Buildings generate extra appeal
Bacchus	Major	60	Everyone in the city is happier
Ceres	Minor	20	Grapes and olives grow faster
Ceres	Middle	40	Cattle and sheep mature faster
Ceres	Major	60	Grain and vegetables grow faster
Jupiter	Minor	20	Favor penalties are reduced
Jupiter	Middle	40	Property tax revenue increases
Jupiter	Major	60	Buildings evolve faster
Mars	Minor	20	Armor and weapons are produced faster
Mars	Middle	40	Soldiers have increased attack strength
Mars	Major	60	Forts fill up faster
Mercury	Minor	20	Workers can carry extra goods at one time
Mercury	Middle	40	Export prices increase
Mercury	Major	60	Trade routes and trade buildings are cheaper

## Festivals

You can declare religious festivals to temporarily fix various problems with your city. These festivals all have their own resource costs, but if you need the effect, the cost is worth it.

Festivals' cost in goods, resources and/or denarii needed varies based on your population: the larger the population, the more the cost. The figures in the following table are accurate for a city with a population of 1,000.



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## Festivals

Festival	Resources Used	Required Building	Max. per Year	Description
Bacchanalia (Bacchus)	6 wine, 300 denarii	Governor's Residence	1	Patrician Morale increases
Cerealia (Ceres)	12 meat	Circus	1	Pleb and equite Happiness increases
Festival of Mercury	12 gold	Exotic Goods Market	1	Sales tax income briefly doubles
Great Sacrifice to Jupiter	8 grain	Temple of Jupiter	2	Jupiter's wrath is temporarily appeased
Parade of Mars	6 clothing, 100 denarii	Drill Yard	2	Troop Morale increases

When should you hold festivals?

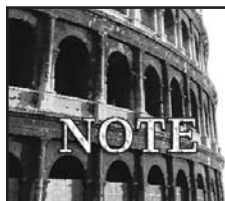
- If patrician Happiness is low, hold a Bacchanalia to get their spirits up temporarily. Then try to get them a better supply of goods to fix the problem permanently.
- If pleb and equite Happiness is low, hold a Cerealia, then look to fix the root of their unhappiness (supply more goods, and/or fix unemployment).
- If troop Morale is low, have a Parade of Mars, then either fix the troops' food situation (one likely cause for unhappiness) or keep them out of losing battles (the other likely problem).
- If Jupiter is destroying your buildings, hold a Great Sacrifice to Jupiter, and then add shrines or temples to Jupiter to fix the long-term problem.
- If your finances are low, hold a Festival of Mercury. This is the one festival that you should hold frequently. If you've got a gold mine and an exotic goods market, go for it—you can *always* use more money!

## Security In-Depth

Security tends to hover around 50; therefore, missions with a lower Security requirement than 50 don't usually require specific actions from you to boost Security.

Walls are the limiting factor when determining your Security rating. Without walls, you cannot raise your Security rating above its starting point.

Once walls are in place, you can start to raise your Security. Crime rate determines the direction and rate of change of Security, so once those walls are in place, think about reducing crime in the city.



INVASIONS ALSO TRASH SECURITY. EITHER CRUSH BARBARIANS QUICKLY OR BUY THEM OFF. IF BARBARIANS DAMAGE THE CITY, IT TAKES A LITTLE WHILE FOR SECURITY TO RECOVER.

A good policy is to start by walling in all your residences; then make sure there are prefects in every major area of the city.

Next, make sure that unemployment is low. Add non-essential buildings to make useless jobs, if necessary; these jobs will get your citizens working, reducing the crime rate. (It's okay, for example, to build farms without the associated fields. These will employ plebs just as well as useful, working farms.)

Then, ensure a good supply of food and goods to your housing, and place education buildings everywhere.

If all this fails to raise Security enough, keep walling in more and more of your city. Eventually you'll hit your target.

## Warehouse and Granary Tricks

Warehouses are some of the most important structures in the game. They allow you to control the flow of goods throughout the city, and if used properly can really increase your efficiency. Here are some tips and tricks related to warehouses.

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## Specialized Warehouses

Check out the Warehouse entry in the "Buildings" chapter for a full discussion of specialized warehouses. Remember, specialized warehouses are a major key to success. In fact, it's often better to have *no* warehouses at all than to have generalized ones that accept anything.

For example, you have warehouses all over town, and they all accept everything. Even though your glass factory is sitting right next to your sand pit, warehouse workers from clear across town can (and sometimes will) decide to make the long trek to grab some sand. Now that sand, which should have remained close to the glass factory, is nowhere near it. If the glass factory worker decides to come and get it, he'll waste a great deal of time crossing the city.

If you see situations like this, set your warehouses to accept only the specific goods you want them to have; this should prevent this situation from arising again.



## No Warehouse Needed?

Sometimes it is better to have no warehouse than a poorly placed warehouse. For example, you have one grape farm that's next door to two wine factories. In this case, you don't need a warehouse. Since the wine workers can go next door to get the grapes, adding a warehouse is useless. Again, if you have a very simple industry that's packed extremely tight, you don't need a warehouse.



But there's a catch! If you go without a warehouse here, you *must* be sure that no warehouses in other parts of town will accept grapes.

Otherwise, some of those grapes will inevitably be hauled across the city and efficiency suffers.

## ***Warehouses and Granaries as Magnets***

Sometimes you have enough of a product, but it's just not getting where it needs to go. In this case, specialized warehouses, or granaries, help work as a magnet to draw goods to a particular spot.

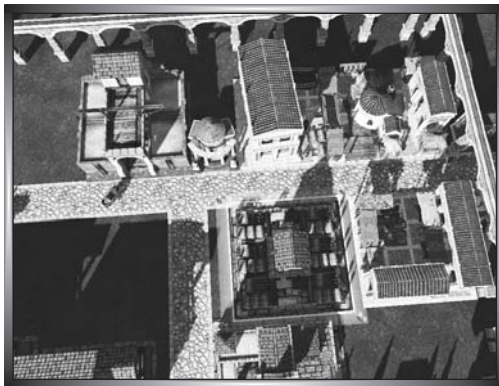
For example, you have several farms, and they always have surplus food, but your food market is usually empty. That's because it takes the market worker a long time to trek back and forth between the market and the farms. Add a granary next door to the market, and now you have another set of workers grabbing food. The food market worker will now split time between visiting the granary and visiting the farms—and since the granary is right next door, those granary trips will yield food a lot faster than the farm trips. The result is a food market that stays stocked.

This technique works for other situations too. If your goods markets are having a tough time staying stocked, put a warehouse next door and have it accept only finished goods (pottery, furniture, and so forth). Again, the end result is another pair of hands grabbing stuff the market needs and moving it to a more convenient location.

This works in industry as well. Let's say you have a trade port selling timber, but all your timber-cutting camps are halfway across the map. (Normally you'd put the port near the timber camps, but let's say geography made that impossible in this case.) Add a specialized warehouse next to the port, and set it to accept only timber. You'll find that timber now finds its way to the port much more efficiently than before.

## ***Too Much Stuff?***

Sometimes you're stuck producing too much of something. This becomes clear when you click on your warehouses and see that they're filling up with a specific item.



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If the item that's piling up is a raw material, such as clay, ask yourself if you can use more pottery, either for domestic consumption or for trade. If you can, simply add another factory that uses that raw material.

If you can't (in this example, let's say your city has enough pottery and you cannot trade it), look to see whether you have too many camps producing the resource. If so, shut one down and free up some labor.

But what if you have unemployment problems (and therefore, shutting down the camp would be a bad idea)? Or, what if you need that camp to fuel your existing factories—and you're just getting a little too much overflow? In this case, reduce the number of warehouses that accept the item, and set the item limits lower in the ones that *do* accept it. This prevents the item from overflowing the warehouse. Now, when the warehouses hit their limit, the resource camp simply stops producing the resource for a while.



IF THINGS REALLY GET OUT OF HAND, CONSIDER DEMOLISHING A WAREHOUSE FULL OF USELESS GOODS AND REPLACING IT WITH A FRESH, EMPTY ONE.

## Regional Variations

Each scenario takes place in a specific geographic region. These regions all have their own characteristics, which can have an effect on gameplay. Specifically:

- **Mediterranean:** Moderate rain. Lots of rocks and hills. Trees tend to be small, so timber cutting camps must be carefully placed. Grapes, olives, sheep, and vegetables are commonly available. Your opponents tend to be Gauls, Carthaginians, and Greeks.
- **Northern Europe:** This is a darker climate with more rain (and sometimes snow). Forests tend to be large and dense, providing lots of timber. Frequent rain lowers fire risk but slightly increases disease risk. Most food crops are available. Your opponents tend to be Gauls and Germans.
- **North Africa:** Flat, sandy terrain with little rain. Somewhat higher than normal risk of fire. Fertile land with abundant crop variety. Mostly smaller trees. Opponents tend to be Carthaginians.



- **Asia:** Hilly, rocky terrain with small trees. Sheep and livestock are emphasized, though grapes, olives, and vegetables are also common. Your opponents are often Greeks or Parthians.
- **Desert:** Very hot and sunny, with little rain and occasional sandstorms. High risk of fire. Sandy, rocky terrain. Trees are very sparse. Arid climate lessens disease risk. Your opponents are usually Parthians.

## City Problem Solving

Here's a selection of tips on overcoming common city problems.

### Unfilled Jobs

If you have some unfilled jobs, look at your housing. If it's not fully evolved, it's better to try to evolve it (thereby attracting more citizens) than to constantly place new housing. If you do place new housing, you risk having a major unemployment crisis when all of the housing evolves at a later time.



Of course, if you're *critically* short on labor, you do need to add housing. In this case, add just enough housing to *mostly* fill the available jobs.

We always place water on high priority right from the mission's start. That ensures that even if you're missing some equites, your city won't run out of water. (A failed water supply is a surefire way to make your city fall apart.)

We also recommend prioritizing gathering in the early going. This way, even if you lack plebs, you'll have a good influx of raw materials.

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ANOTHER SUGGESTION FOR DEALING WITH POPULATION OVERFLOW BASED ON OVER-BUILDING IS TO MOTHBALL THE HOUSES. THIS WAY, YOU CAN ALWAYS UNMOTHBALL THEM WHEN YOU AGAIN NEED MORE WORKERS. THIS IS ALSO A HANDY TECHNIQUE IF YOU FIND YOU HAVE BUILT HOMES IN AN AREA YOU ARE GOING TO NEED TO BULLDOZE FOR SOMETHING MORE IMPORTANT, SUCH AS CITY WALLS. JUST BUILD A FEW NEW HOUSES IN ANOTHER (DESIRABLE) AREA FIRST, THEN MOTHBALL THE ONES YOU WANT TO DESTROY SECOND. ALL THE CITIZENS WILL MOVE RIGHT INTO THE NEW HOMES AND YOU WON'T NEED TO WAIT FOR IMMIGRANTS TO MAKE IT ALL THE WAY OVER TO YOUR CITY.

## Crime and Unrest

Crime and unrest happen when citizens' needs aren't being met. Figure out which class is unhappy, and then solve their problems. Usually this means providing more goods or services.

Variety of food and goods makes citizens happy. Ensure that you have a good variety in your markets. If not, ramp up production of the goods you lack, or start to import them. Also make sure that housing has markets nearby. If citizens are walking too far to get one product, they have less time to stock up on the rest.

Another major source of unrest is unemployment. If unemployment is high, start adding buildings to employ your citizens. *These buildings don't need to be useful!* They just have to employ your citizens. Gatehouses and towers are good options, since they employ a lot of citizens and don't produce any unwanted goods.

Finally, education helps cut down on crime. Place schools and libraries so that they cover all of your housing. This will cut down on crime over the long haul.

## Defense Problems

If you're having trouble defending your city, the first (and most obvious) solution is to add forts. Having enough troops is the most effective defense.

Next, add walls. Walling in neighborhoods is crucial, but also consider adding small sections of wall with associated towers or gatehouses. Place these near your outlying buildings. Having emplaced defenses near your vulnerable farms or industries can distract the enemy and give your troops time to get into position.

The final option—which works for almost every mission—is a full bank account. Almost all barbarians can be bribed, so having cash on hand is a surefire solution to your defensive woes.

## Weak Cash Flow

Villas are a poor source of initial cash flow, so most of your early game revenue must come from trade. Figure out which goods you can export, then start exporting your yearly maximums as quickly as possible. Most cash flow problems stem from not building up your exports as quickly as possible.



The other major trouble spot is imports. Import as little as possible early on. Import only goods absolutely necessary for your city's operation, or import raw materials that you'll use to make profitable goods for export. Import just a few things at a time, then shut down imports for a while; don't leave imports on indefinitely, or you'll slowly be bankrupted.

When you start to build up your bank account, consider adding villas. They provide a good boost of supplementary income.

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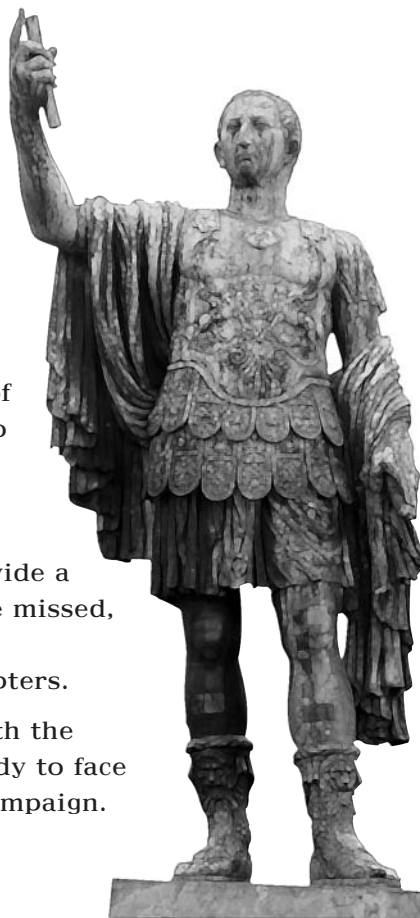


# CAESAR™ IV

## KINGDOM CAMPAIGN

The Kingdom campaign is a set of tutorials designed to get you into the flow of Caesar IV. It's not particularly tough, but we recommend looking over these walkthroughs anyway. They provide a few pointers that you might have missed, and they set the stage for the walkthroughs in subsequent chapters.

By the time you're through with the Kingdom campaign, you'll be ready to face the challenges of the Republic campaign.



### Arretium

Climate: Mediterranean

Focus: Economic

Difficulty: Very Easy

### *Victory Conditions*

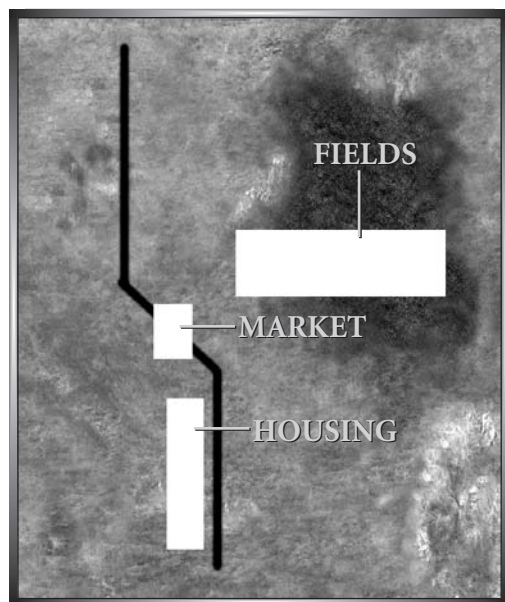
Culture: —

Favor: —

Population: 500

Prosperity: —

Security: —



# Trade

## Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
—	—	—	—	—	—

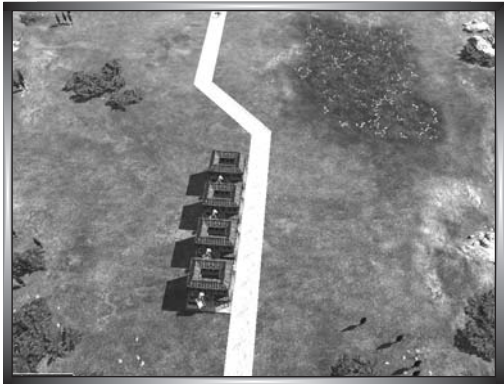
## Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
—	—	—	—	—	—

# Walkthrough

This mission serves to get your feet wet in the game. There are no Caesar demands, no invasions, no cities to trade with. Your task is simply to create a city of 500 citizens.

First, place four insulae along the west edge of road leading into town. Make sure they're all connected to the road.



WE ALWAYS ROTATE THE CAMERA TO FACE DUE NORTH BEFORE WE START TO PLAY. THIS MAKES IT EASIER TO FIGURE OUT YOUR CARDINAL DIRECTIONS.

TO FACE THE CAMERA NORTH, WATCH THE MINIMAP AS YOU ROTATE YOUR VIEW; WHEN THE FAT PART OF THE "CAMERA VIEW" TRAPEZOID IS PARALLEL TO THE TOP OF THE MINIMAP, YOU'RE LOOKING DUE NORTH.

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THOUGH IT WON'T MATTER IN THIS MISSION, GET IN THE HABIT OF ROTATING BUILDINGS TO FACE THE ROAD, INSTEAD OF JUST PLACING THEM IN THE DEFAULT FACING. CLICK AND HOLD THE MOUSE BUTTON WHEN PLACING THE BUILDING, THEN ROTATE THE BUILDING TO FACE THE ROAD. NOW RELEASE THE BUTTON. WORKERS CAN TAKE A MORE EFFICIENT PATH IF YOUR BUILDINGS FACE THE ROAD.

Next, place a well on the opposite side of the road from the insulae.

When prompted, visit your Advisors screen. Look at the various subscreens but don't worry about them too much. You won't need to consult them to complete this mission.



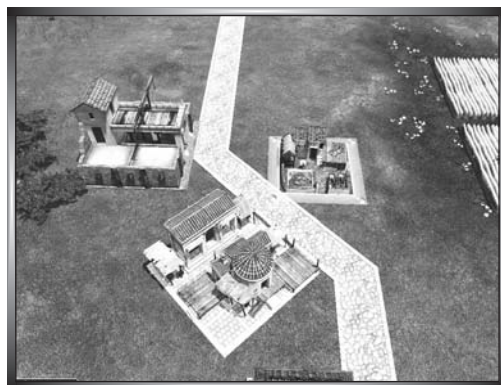
The game prompts you to place a grain field and farm. Place *two* grain fields on the nearby arable patch. Then place the farm on the road, near the fields.



YOU DON'T *NEED* TO PLACE TWO FIELDS, BUT IT'S GOOD TO GET INTO THE HABIT OF PLACING TWO FIELDS FOR EVERY FARM.

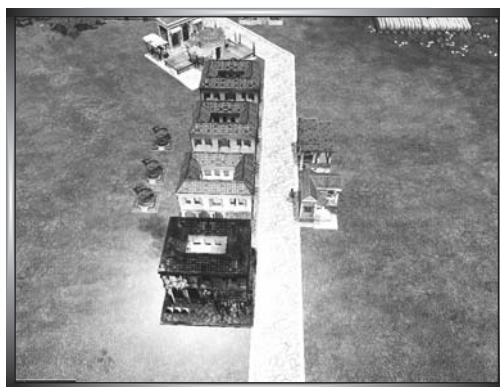
Next you're prompted to place a few decorative objects. Drop a couple of small bushes or trees behind your row of insulae.

Following the game prompts, place a granary and a food market. Put both along the main road, just north of your row of insulae.

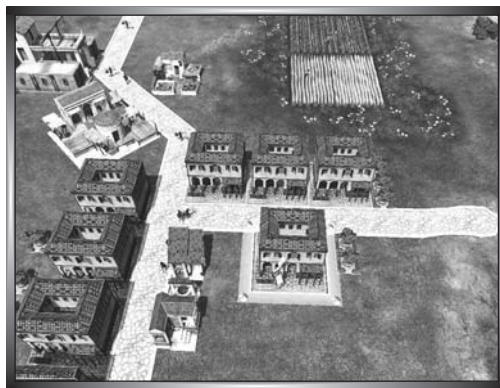




Next, a fire breaks out. (Don't worry, it's supposed to!) Respond to this by placing both a prefect office and an engineer office near your well. The prefect will put out the fire.



You're almost done. You simply need to hit your target of 500 population. To do this, build a new spur of road that veers off the main road, and place four extra insulae along it.



IF YOU PLACED THE INSULAE TOO CLOSE TO YOUR FARMS, YOU MAY GET A MESSAGE SAYING THAT THEIR DESIRABILITY IS LOW. PLACE A FEW DECORATIVE OBJECTS NEAR THE INSULAE THAT AREN'T ATTRACTING RESIDENTS. KEEP DOING THIS UNTIL RESIDENTS START TO SHOW UP.

When you hit 500 population, the mission is complete.

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## Verona

Climate: Mediterranean

Focus: Economic

Difficulty: Very Easy

## Victory Conditions

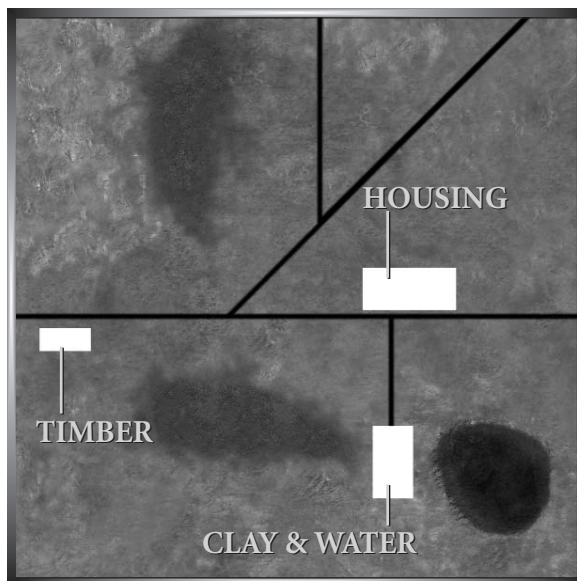
Culture: 5

Favor: —

Population: 500

Prosperity: —

Security: —



## Trade

### Exports

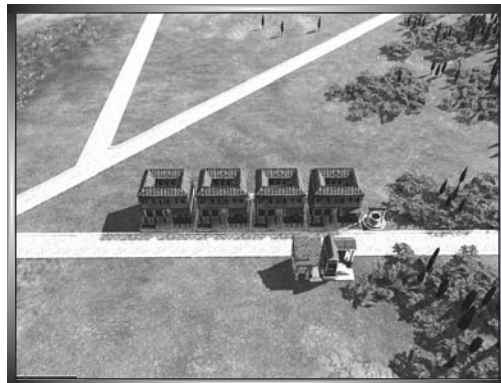
Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
—	—	—	—	—	—

### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
—	—	—	—	—	—

## Walkthrough

This mission is a bit more complex, adding equites and a cultural victory condition to the mix. There are no Caesar requests, barbarian threats, or trading partners to consider, so this mission is still very simple.



Place four insulae along the north edge of the main east–west road. Put a well beside them, and put a prefect office and engineer office on the road's opposite side. Wait a short while as plebs filter into the city.



BECAUSE THE MAP IS SO SMALL, WE'RE PLACING THE PREFECT OFFICE AND ENGINEER OFFICE VERY CLOSE TO HOUSING DESPITE THEIR NEGATIVE DESIRABILITY EFFECT. PLACE SOME PLAZAS NEAR THE PREFECT OFFICE TO OFFSET THE NEGATIVE DESIRABILITY; THEN ALL INSULAE WILL BECOME OCCUPIED.

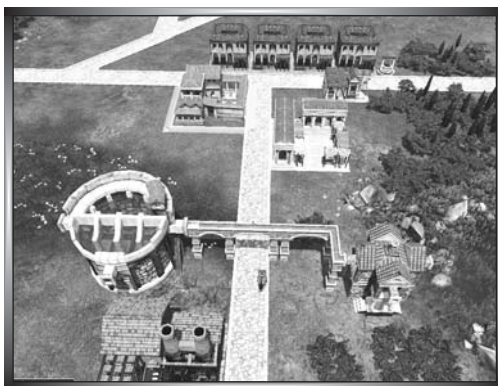
The game prompts you to place a clay-digging camp. Build a road that runs straight south from the main east–west road; make sure it passes near the clay pit. Then place a clay-digging camp along the road.

Wait for a bit. When prompted to build a pottery factory and warehouse, place both on the other side of the road from the clay-digging camp.

Following the prompt, add a basic goods factory to the city. Place it on the road between the clay-digging camp and your insulae.

Next, add two domi near your insulae.

You're now prompted to add some water infrastructure. Place a pump house near the pond. Then add a reservoir somewhere near your housing and attach the reservoir to the pump house with an aqueduct. Make sure that all connections are made; the reservoir will visibly fill up when you get it right.



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Now, place a fountain and a bathhouse near your housing. Make sure to connect these structures to the road.



IF YOUR BATHHOUSE AND FOUNTAIN AREN'T WORKING, TURN ON THE WATER OVERLAY AND MAKE SURE YOUR RESERVOIR'S INFLUENCE REACHES FAR ENOUGH. IF NOT, DESTROY THE RESERVOIR, PLACE IT CLOSER TO YOUR HOUSING, AND RECONNECT IT TO THE PUMP HOUSE WITH AN AQUEDUCT.

You're prompted to add a timber-cutting camp and furniture factory. Add both near the timber stand in the map's southwest corner.



NORMALLY WE'D ALSO ADD A SPECIALIZED WAREHOUSE THAT HANDLED ONLY TIMBER, RIGHT NEXT TO THE TIMBER CAMP AND FACTORY. IN THIS CASE, THE MAP IS SO SMALL THAT WE WON'T. INSTEAD, SELECT YOUR EXISTING WAREHOUSE AND ADJUST THE SLIDERS SO THAT IT WILL ACCEPT EIGHT UNITS EACH OF CLAY, POTTERY, TIMBER, AND FURNITURE.

Following the prompt, add a clinic near your housing. Also add a luxury market to sell the furniture made by your factory.

The clinic demands more equites than you currently have—but when your luxury market starts to distribute furniture, your domi will grow, and more equites will appear, filling those empty jobs.

At this point you just have to wait. You have enough population to win, and the influx of luxury goods will eventually increase your culture. When you hit your culture target, you win.

# Capua

Climate: Mediterranean

Focus: Economic

Difficulty: Very Easy

## Victory Conditions

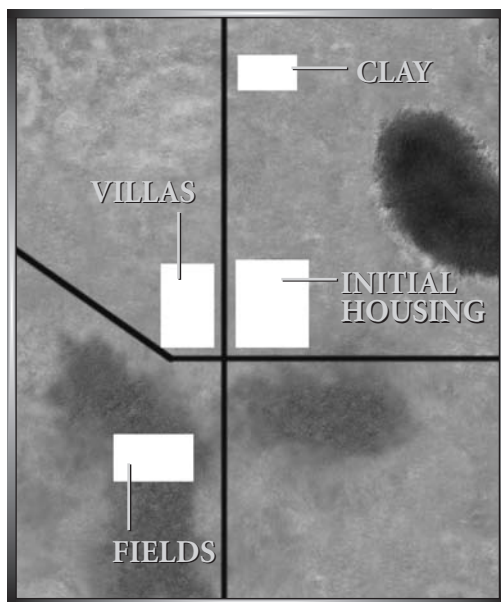
Culture: —

Favor: —

Population: 700

Prosperity: 10

Security: —



## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
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—	—	—	—	—	—
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### Imports

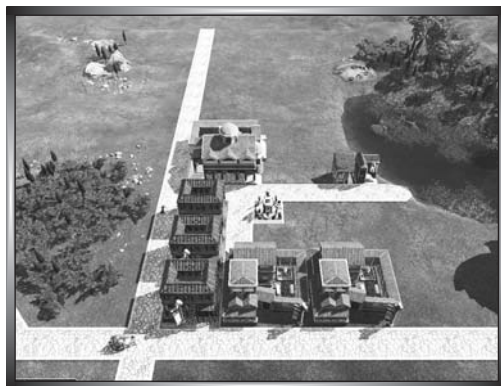
Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
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## Walkthrough

This mission adds patricians to the mix but still lacks Caesar requests, barbarian threats, and trading partners.

Start out by creating a small starting neighborhood. Place it in the clear area northeast of the central crossroads. We recommend placing six insulae, four domi, a bathhouse, a clinic, and a fountain, plus a prefect and engineer office nearby.



GAME  
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STRATEGIES

KINGDOM  
CAMPAIGN

Arretium

Verona

**Capua**

Genoa

Brundisium

REPUBLIC  
CAMPAIGN

EMPIRE  
CAMPAIGN

SANDBOX  
MISSIONS &  
ONLINE PLAY

# CAESAR™ IV

Also add a pump house and reservoir near the map's eastern edge.

Now start some industry. Place a clay-digging camp, pottery factory, and warehouse near the clay pit to the north. Place a timber-cutting camp and furniture factory near the trees to the east.

To the south, place two grain fields on the arable land and establish a grain farm nearby. Also place a food market, basic goods market, and luxury market here.

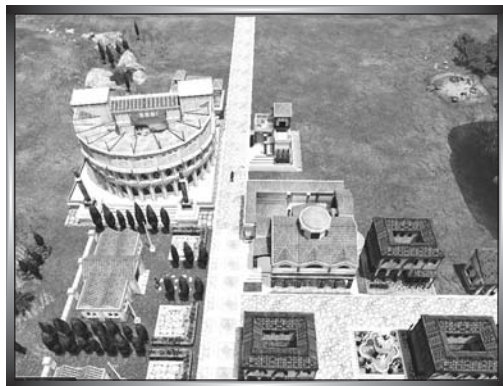
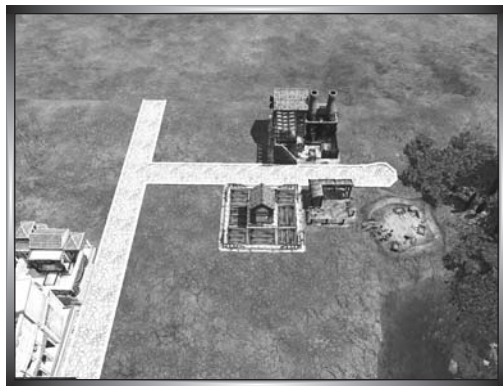
Next, when prompted, add three villas to the map. Place them west of the main housing development.

You're now prompted to add entertainment. Place a theater just north of your two villas and an actor guild against the theater's north edge.

When prompted, add a tax collector office near your villas.

Now you must grow all three of your villas to medium size. Make sure that all of them have some plaza nearby and that they have access to both the bathhouse and clinic. Finally, situate the theater close enough to serve all of them.

Remember that understaffed buildings lose range, so if your services don't cover much area, properly staff all of these service buildings. If not, add more domi.







IF CRITICAL SERVICES AREN'T REACHING YOUR VILLAS, EITHER DEMOLISH THE OLD SERVICE BUILDINGS AND PLACE NEW ONES MORE CENTRALLY, OR ADD A SECOND ONE OF ANY BUILDING THAT ISN'T REACHING EVERYONE.

JUST BE AWARE THAT DUPLICATE BUILDINGS EMPLOY MORE EQUITES, SO YOU'LL NEED EXTRA DOMI!

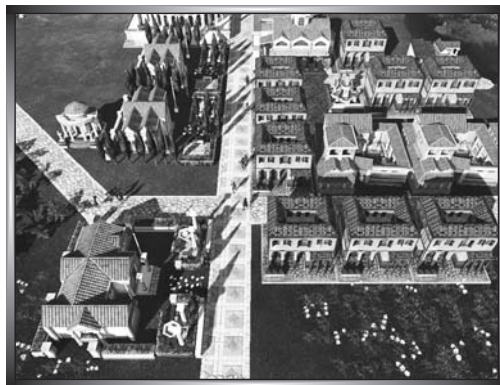


YOUR CITY FALLS APART IF YOU RUN SHORT OF EQUITES AND YOUR WATER SUPPLY FAILS. TO PREVENT THIS, GO TO THE LABOR SECTION OF YOUR ADVISORS SCREEN AND MAKE WATER A HIGH PRIORITY. (ALSO CONSIDER MAKING HEALTH CARE A HIGH PRIORITY.) THEN, MONITOR BUILDINGS THAT EMPLOY EQUITES, AND ADD ANOTHER DOMUS OR TWO WHENEVER YOU SEE A SHORTAGE.

IF CITIZENS ABANDON THEIR HOMES, TRY ADDING PLAZAS OR DECORATIVE OBJECTS NEARBY TO LURE THEM BACK.

Now, add more insulae and domi to swell your population above 750.

Eventually, as goods from your three markets trickle into your housing, your insulae and domi will grow to medium size. When all three housing types reach their medium size, you'll hit your prosperity target and win the mission.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

Arretium

Verona

**Capua**

Genoa

Brundisium

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY

# CAESAR™ IV

## Genoa

Climate: Mediterranean

Focus: Economic

Difficulty: Very Easy

## Victory Conditions

Culture: —

Favor: 75

Population: 1,000

Prosperity: —

Security: —

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Pottery	Caralis	500	25	+52	+1,300

### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
—	—	—	—	—	—

## Walkthrough

This mission introduces the concepts of trade and Caesar requests.

When the mission starts, visit the Empire screen and pay 500 denarii to open trade with Caralis. This city will accept 25 pottery per year in trade. Trading goods is one of the two main sources of income in *Caesar IV*.



Return to the City screen and scroll to the map's southeast corner. Place a trade port for Caralis along the waterline. Enter its Orders menu and enable the sale of pottery. Also make sure that the port can stock at least 10 units of pottery at once.

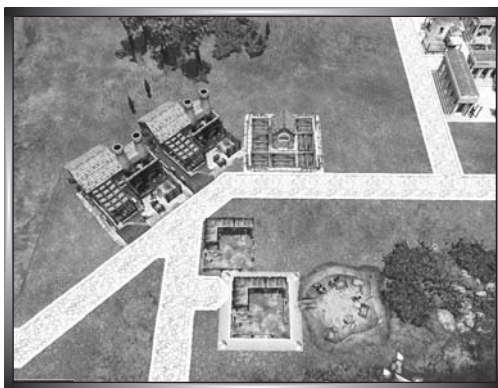
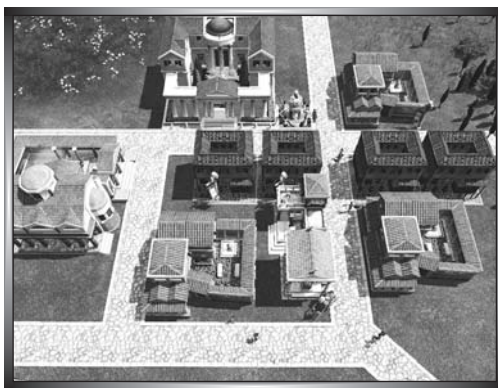
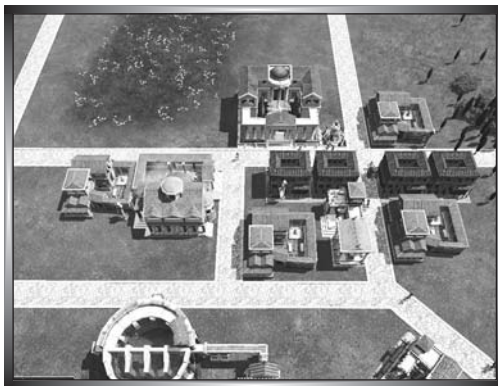
Build a starter neighborhood with six insulae, four domi, a bathhouse, a clinic, a prefect and engineer, and a fountain. South of this neighborhood, place a reservoir and connect it to a pump house with aqueduct. Assign water as a high priority in the Labor section of your Advisors screen.

Soon the game prompts you to place a governor's villa and a shrine to Jupiter. Place the governor's villa on the outskirts of your housing, and place the shrine right in the midst of it.

Now you must get your food production rolling. Place two fields in the arable land to the north. Add a farm near the fields and a food market near your housing.

Pottery making comes next. Scroll to the map's southwest corner. Place two clay-digging camps near the clay pit. Add three pottery factories nearby and place a warehouse here to handle all the clay.

Place a timber-cutting camp and a furniture factory (or two) near the timber stand to the west.



## GAME CONCEPTS

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## CITY PLANNING

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Arretium

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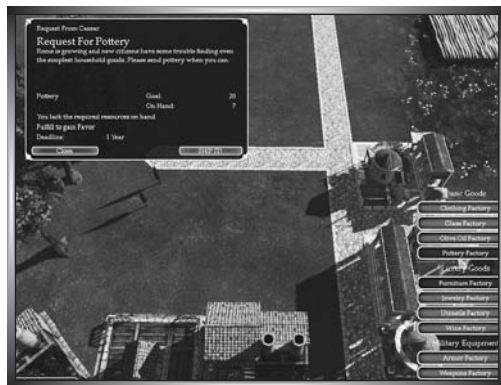


# CAESAR™ IV

Finally, add a basic goods market and luxury goods market, so your citizens can get the pottery and furniture. Place a tax office near your markets.

Your infrastructure is now in place. Wait a bit.

Eventually the first Caesar request rolls in: he wants a supply of 20 pottery. You probably don't have that much yet, but you have a year to accumulate it.



Go to your Advisors screen. Look at the Resource section, and click on Storage/Trade. Set the export limit of pottery to 20.



SETTING THE EXPORT LIMIT TO 20 FORCES YOUR TRADERS TO NOT SELL POTTERY UNLESS YOU'VE GOT AT LEAST 20 UNITS STOCKPILED. THIS ALLOWS YOU TO BUILD UP ENOUGH POTTERY FOR CAESAR.

THERE ARE OTHER WAYS TO ACCUMULATE GOODS. FOR EXAMPLE, YOU COULD CLICK ON THE TRADE PORT AND MANUALLY DISABLE THE SELLING OF POTTERY. BUT WHEN YOU HAVE A LARGE CITY WITH MULTIPLE TRADING PORTS, THIS METHOD IS LESS ELEGANT THAN USING THE ADVISOR SCREEN.

Raising the export limit prevents your traders from selling pottery—but it doesn't prevent your markets from selling it. If you're really serious about accumulating pottery (and you are), go to the Resource section of the Advisor

screen and check the Stockpile button next to pottery. This prevents markets or other domestic venues from using pottery.

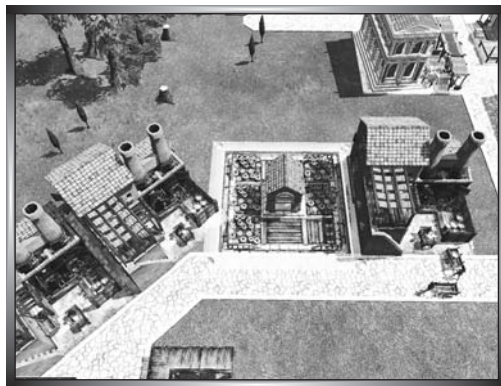
With the Stockpile button enabled and export limits in place, all pottery will now be stockpiled until you change these settings again.



ANOTHER WAY TO STOCKPILE AN ITEM IS TO CLICK ON EVERY MARKET OR GUILD IN THE CITY THAT USES A PARTICULAR RESOURCE, AND THEN UNCHECK THAT RESOURCE IN THE BUILDING'S CONTROL MENU. NOW THE ITEM IS NO LONGER STOCKED.

THIS IS NOT AN ELEGANT SOLUTION, THOUGH. WE RECOMMEND USING THE STOCKPILE BUTTON IN THE ADVISOR SCREEN INSTEAD, AS IT LETS YOU CONTROL ALL OF YOUR DOMESTIC MARKETS AT ONCE.

Now watch your warehouse. When 20 units of pottery have accumulated, visit your Advisors screen again. Click on the Imperial section. You'll see Caesar's pottery request listed here. Double-click the request to expand the window, then dispatch the goods to Rome. The pottery immediately disappears from your city, and your favor with Rome increases.



Now that you have filled the request, go to the Resource screen and uncheck the Stockpile button for pottery. Also reduce the pottery export limit back to zero.

Now that your favor rating is high, you just need to get your population above 1,000. Add several more insulae in desirable spots (remember: add decorative objects if an insula is too undesirable to fill up). When your population exceeds 1,000 you win the mission.

## GAME CONCEPTS

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## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

## Brundisium

Climate: —  
Mediterranean

Focus: Military

Difficulty: Easy

## Victory Conditions

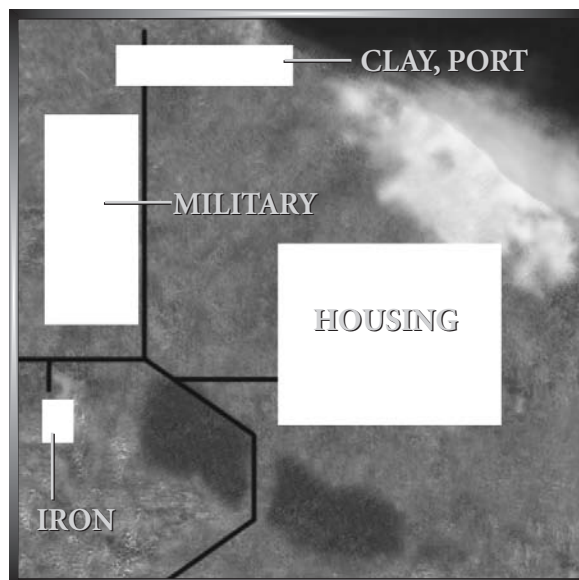
Culture: —

Favor: —

Population: 1,000

Prosperity: —

Security: —



## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Pottery	Latium	500	50	+52	+2,600
Weapons	Latium	500	20	+70	+1,400
Furniture	Latium	500	20	+106	+2,120

### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Clothing	Latium	500	30	-67	-2,010

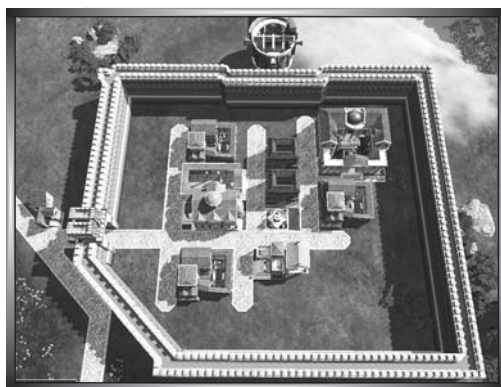
## Walkthrough

This scenario adds the last major element that's been lacking in the previous four: barbarian attacks. You'll need to support a military in order to beat this one.

Start out by visiting the Empire screen. Open trade with Latium, then return to the City screen.



Pause the game and build a basic starter neighborhood with seven insulae and three domi. Place this neighborhood in the open area in the middle of the map. Make the neighborhood as compact as possible; don't let it sprawl close to the map's edge or near any difficult terrain features. (You can separate out the prefect office and engineer office and place them somewhat away from the main neighborhood.)



## NOTE

BY NOW YOU KNOW WHAT TO ADD TO A STARTER NEIGHBORHOOD: INSULAE AND DOMI, PLUS A FOUNTAIN, BATHHOUSE, CLINIC, SHRINE TO JUPITER, PREFECT OFFICE, AND ENGINEER OFFICE. ALSO MAKE SURE THERE'S A WORKING RESERVOIR WITHIN RANGE OF THE NEIGHBORHOOD.

Add a governor's villa in addition to the usual starter buildings. Make sure it's packed into the same compact, square chunk of land as the rest of the neighborhood. Ensure that only one road goes into the neighborhood.

When you're done, enclose the entire neighborhood with walls. (The prefect office and engineer office can be outside these walls.) The only gap should be the road entering the neighborhood.



## TIP

WALLS CAN'T BE TOO CLOSE TO BUILDINGS. IF YOU CAN'T FIT WALLS AROUND YOUR NEIGHBORHOOD, DEMOLISH ANY OFFENDING BUILDINGS AND PLACE THEM IN A LESS PROBLEMATIC AREA. THEN FINISH BUILDING THE WALLS.

## GAME CONCEPTS

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# CAESAR™ IV

When the walls are in place, build a gatehouse over the road to complete your defenses. Your neighborhood is now completely enclosed.

Add a tower to the wall's northwest corner (on the inside). Make sure that a road runs up to it.

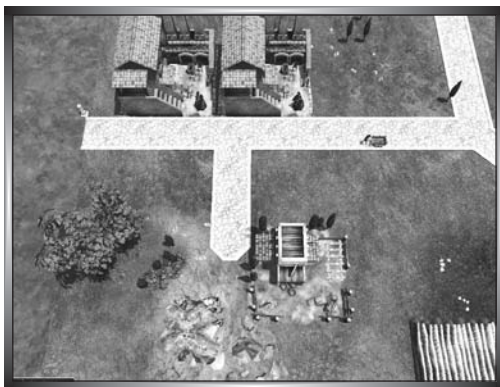
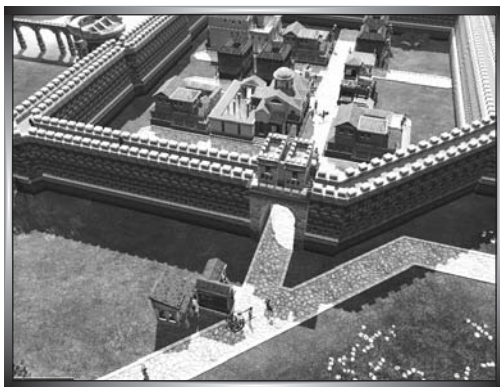
Unpause the game.

Add four grain fields and two grain farms near the arable patch of land.

Run a road up to the clay pit in the north. Build a clay-digging camp and one pottery factory there, as well as a trade depot with Latium. Also add a warehouse.

Next, build a timber-cutting camp and a furniture factory near the trees in the northwest corner.

Run another road down to the iron mine in the southwest. Place an iron-mining camp and weapon factory near the mine.



## NOTE

NORMALLY WE BUILD TWO FACTORIES FOR EACH RAW MATERIALS CAMP, BUT AT THIS POINT YOU DON'T HAVE A LOT OF AVAILABLE LABOR. FOR NOW WE'LL MAKE DO WITH ONE FACTORY PER INDUSTRY.

Finally, place food, basic goods, and luxury markets near the residential neighborhood, along with a tax collector.

At this point you must store 10 weapons in your warehouse. Sit back and wait for that to happen. Meanwhile, consider turning on imports of clothing from Latium. The influx of basic goods helps your insulae grow. (We recommend going to the Resource Advisor screen and setting an import limit of 3; this allows some clothing to trickle in, but not enough to be a real financial drain.)

As insulae grow, your pool of workers does as well. Add another pottery factory and another weapon factory when you have enough workers to support them. Also, turn on pottery exports at your trade port. This generates a little bit of income.

When you accumulate 10 weapons, place a light infantry fort on the map. It doesn't need to connect to a road and should be as far away as possible from your housing.

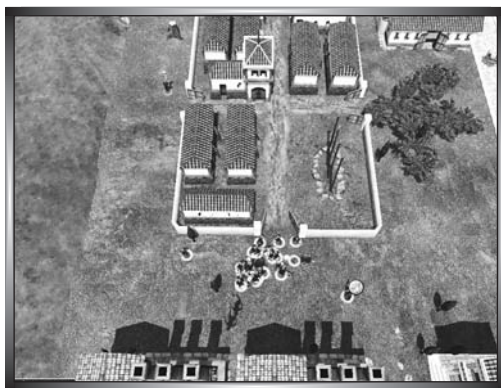
Then build a mess hall and recruitment post near the fort; unlike the fort, both of these structures should be connected to the road.

Watch your fort start to fill up with soldiers. You now have a cohort!

A message now pops up: invaders have entered the city. It is time to fight.

Your light infantry cohort deploys automatically when the invaders appear. Select the cohort, then right-click on the enemy. Your men attack. Since this is a tutorial mission, they are guaranteed to win the day.

You have won a battle and your population should be above 1,000. (Add housing if it is not!) After a brief pause, you win the scenario.



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## ADVANCED STRATEGIES

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## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY

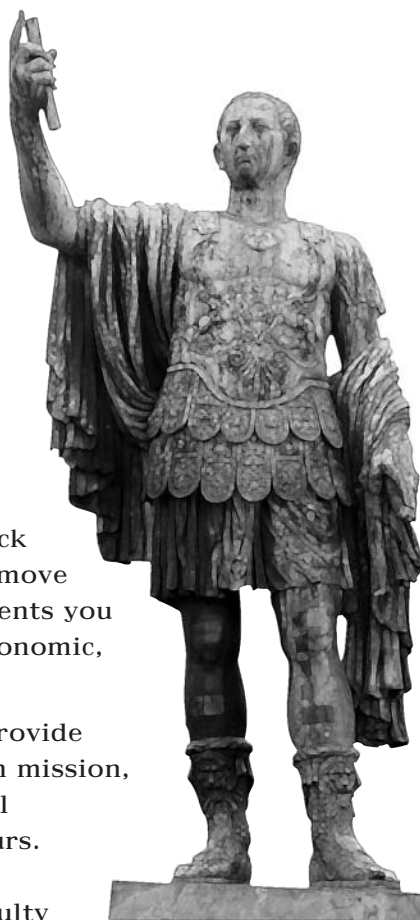


## REPUBLIC CAMPAIGN

Caesar IV's Republic campaign consists of seven tiers. Each tier contains a mission with an economic focus and one with a military focus. You may freely pick either mission, play it, and then move on to the next tier. Nothing prevents you from choosing all-military, all-economic, or a combination of both.

The following walkthroughs provide useful guidelines for beating each mission, though you may develop personal strategies quite different from ours. Remember that ours are geared toward victory at the Hard difficulty level; they will also work at lower difficulty levels but may seem like overkill for some. Feel free to make any changes to these strategies that you desire.

These walkthroughs make heavy use of concepts discussed in other chapters, such as the starter neighborhood explained in the "City Planning" chapter. It definitely helps to get familiar with those earlier chapters before taking on these missions.



## GOVERNOR'S SALARY: YOUR SECRET WEAPON

You collect a governor's salary each month, and that salary carries over from one mission to the next. If you're having a really tough time with a particular mission, go back to the previous mission, mostly beat it, and then play on for several game-years more than you really need to. All the while you'll be collecting your governor's salary!

Only complete the mission when you're good and ready. Then, advance to the mission that's giving you trouble, and dump the excess salary you earned in the previous mission directly into the city treasury. (You can give denarii from your personal stash to the city at any time.) This extra money gives you an edge that will hopefully carry you through the mission.

Use this trick in both the Republic campaign and the Empire campaign. It's particularly useful for beating late-campaign Empire missions, which tend to place very difficult demands on you right away.

Here is the structure of the Republic campaign:

### Republic Missions

Tier	Name	Focus
1	Syracusae	Economic
1	Mediolanum	Military
2	Narbo	Economic
2	Thessalonica	Military
3	Caralis	Economic
3	Burdigala	Military
4	Corinth	Economic
4	Tarraco	Military
5	Narona	Economic
5	Emerita Augusta	Military
6	Condate Riedonum	Economic
6	Hippo Regius	Military
7	Carthago	Economic
7	Londinium	Military

GAME  
CONCEPTS

BUILDINGS

CITY  
PLANNING

GAME  
FLOW

ADVANCED  
STRATEGIES

KINGDOM  
CAMPAIGN

REPUBLIC  
CAMPAIGN

Syracusae

Mediolanum

Narbo

Thessalonica

Caralis

Burdigala

Corinth

Tarraco

Narona

Emerita Augusta

Condate Riedonum

Hippo Regius

Carthago

Londinium

EMPIRE  
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## DIFFICULTY LEVELS

You'll notice three main differences when playing on difficulty levels other than the default (normal). First, building costs vary with difficulty level. They decrease when you play on Easy and increase on Hard.

Second, enemy strength and attack power varies with difficulty level. Battles are distinctly tougher on Hard.

Finally, citizen unhappiness is a bigger problem at higher difficulty levels. Citizens become disgruntled faster when they aren't provided with the things they want or need.

Again, our walkthrough strategies have been tested on Hard and will work for all three difficulty levels.

## Syracusae

Climate: Mediterranean

Focus: Economic

Difficulty: Easy

## Victory Conditions

Culture: 15

Favor: 40

Population: 800

Prosperity: 25

Security: 10



## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
—	—	—	—	—	—	—	—	—



## Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Order	10	Grain	-5	—
2	Order	15	Grain	-5	—
2	Request	50	Clothing	10	2 Years
3	Order	25	Grain	-10	—
4	Order	30	Grain	-10	1 Year

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Clothing	Apulia	500	30	+56	+1,680
Clothing	Sardinia	500	30	+56	+1,680
Grain	Latium	250	100	+12	+1,200
Wool	Latium	250	100	+23	+2,300

### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Cosmetics	Sardinia	500	10	-150	-1,500
Furniture	Narbonensis	500	25	-84	-2,100
Perfume	Sardinia	500	10	-150	-1,500
Pottery	Apulia	500	50	-62	-3,100

## Walkthrough



WE ALWAYS PAUSE THE GAME BEFORE BUILDING OUR STARTING CITY, AND UNPAUSE IT ONLY AFTER WE PLACE ALL THE INITIAL BUILDINGS. THOUGH WE WON'T ALWAYS MENTION THIS, WE RECOMMEND THAT YOU DO THE SAME. THIS PREVENTS CITY PROBLEMS FROM CROPPING UP WHILE YOU'RE STILL IN THE PLANNING STAGES.

## GAME CONCEPTS

### BUILDINGS

### CITY PLANNING

### GAME FLOW

### ADVANCED STRATEGIES

### KINGDOM CAMPAIGN

### REPUBLIC CAMPAIGN

#### Syracusae

Mediolanum

Narbo

Thessalonica

Caralis

Burdigala

Corinth

Tarraco

Narona

Emerita Augusta

Condate Riedonum

Hippo Regius

Carthago

Londinium

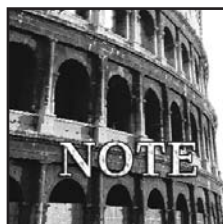
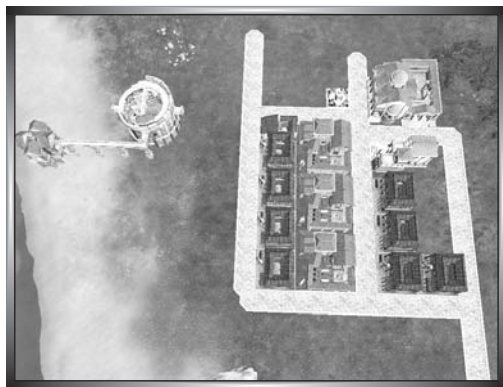
### EMPIRE CAMPAIGN

### SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

Place a starter neighborhood near the preexisting road, between the patches of arable land. (See the map for placement details.) Place eight insulae and three domi in this neighborhood.



REFER TO THE "CITY PLANNING" CHAPTER FOR DETAILS ON WHAT TO PLACE IN A TYPICAL STARTER NEIGHBORHOOD. OUR STARTER NEIGHBORHOODS NEVER INCLUDE VILLAS (UNLESS WE SPECIFICALLY MENTION THEM)!

Build a market district just east of the starter neighborhood, along the road. Include a granary and a warehouse here. (Specialize the warehouse to accept only clothing and olive oil.) You need a food and basic goods market, but not a luxury market (yet).

Build a farming industry on the arable land just north of the market district. We recommend two grain farms, two vegetable farms, one olive farm, and one sheep farm—plus all the associated fields. Also place two olive oil factories near the farms.

Build a trade port with Latium along the road to the east. Immediately open up wool exports in this port.



Now start the game and let your production begin to work.






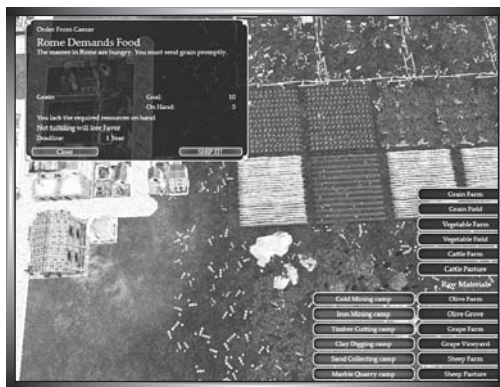
YOU ARE ONLY ALLOWED TO BUILD AGRICULTURE-BASED INDUSTRY FOR THIS MISSION. CULTURE OPTIONS ARE ALSO LIMITED: YOU CAN BUILD ONLY AN ODEUM, THEATER, AND LIBRARY.

MOST MISSIONS HAVE RESTRICTIONS ON WHAT YOU CAN BUILD, AND THESE EARLY CAMPAIGN MISSIONS ARE THE MOST RESTRICTED OF ALL. WE NOTE THE RESTRICTIONS WHEN THEY ARE IMPORTANT.

Near the end of the first year, Rome starts demanding increasing amounts of grain. If you have sufficient grain to meet the demand immediately, do so. If not, start to stockpile your grain until you can meet the demands.

Meanwhile, as basic goods flow into your city, your insulae grow, netting you more plebs. Once you have unemployed plebs and at least 4,000 denarii in your bank account, start to add more structures to the city, as follows:

-  Add another two grain farms and a second granary.
-  Add two clothing factories near your farms and a warehouse that handles only clothing.
-  Add a trade port with Apulia and start to sell clothing.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

### Syracusae

Mediolanum

Narbo

Thessalonica

Caralis

Burdigala

Corinth

Tarraco

Narona

Emerita Augusta

Condate Riedonum

Hippo Regius

Carthago

Londinium

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY





# CAESAR™ IV



STARTING AROUND YEAR 3, ROME BEGINS MAKING REQUESTS FOR GRAIN AND CLOTHING. FULFILL THESE IF YOU CAN, BUT BE SURE TO FULFILL ANY DEMANDS FOR THAT SAME ITEM FIRST.

Let your denarii recover again, to at least the 1,000 level. Once this happens, and you have a sufficient labor force, evaluate whether you're comfortably meeting Rome's grain requests and demands. If not, add more grain farms.

Also, ramp up clothing production with a couple more clothing factories and another sheep farm. Open trade with Sardinia, add the trade port, and start selling clothing to them as well.



IF YOUR GRANARY IS OVERFLOWING, YOU CAN SELL SMALL AMOUNTS OF GRAIN TO LATIUM. JUST BE SURE YOU HAVE ENOUGH STOCKPILED TO MEET ROME'S DEMANDS AND REQUESTS.

By now you should have a stable, if not booming economy; you can easily handle Rome's demands. It's time to boost your Culture and Prosperity ratings.

Add an odeum and library near your starter neighborhood. Place a grape farm and two wine factories amidst your farms. Also place a luxury market in your market district.

As your wine factory starts churning out wine, your domi will begin to evolve, thus fulfilling your Prosperity requirement. The larger domi attract equites, and those equites will go to work in the odeum and library. This in turn cranks your Culture requirement to the necessary level. Just sit tight and continue to fulfill Rome's demands until you win the mission.

# Mediolanum

Climate: Mediterranean

Focus: Military

Difficulty: Easy

## Victory Conditions

Culture: 10

Favor: 25

Population: 600

Prosperity: 15

Security: 25

## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
1	Local Banditry	1,500	1	Light Infantry	—	—	—	—
2	Local Banditry	2,000	1	Light Infantry	—	—	—	—
4	Raiders from Gaul	2,500	1	Light Infantry	1	Archers	—	—
6	Raiders from Gaul	4,000	2	Light Infantry	1	Archers	—	—
8	Gallic Invaders	2,000	1	Cavalry	—	—	—	—

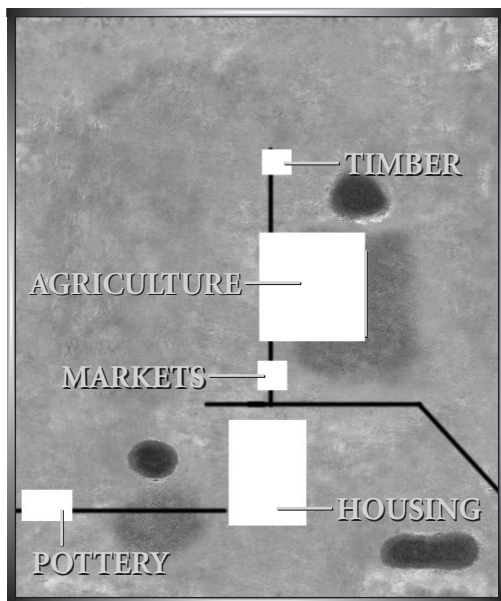
### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
2	Request	—	Military	5	—
4	Request	—	Military	5	—
5	Request	—	Military	5	2 Years

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Clothing	Latium	500	65	+56	+3,640
Pottery	Sardinia	1,000	65	+52	+3,380



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

Syracusae

### Mediolanum

Narbo

Thessalonica

Caralis

Burdigala

Corinth

Tarraco

Narona

Emerita Augusta

Condate Riedonum

Hippo Regius

Carthago

Londinium

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

## Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Iron	Noricum	250	50	-30	-1,500
Spices	Latium	500	10	-150	-1,500
Cosmetics	Sardinia	1,000	10	-150	-1,500

## Walkthrough

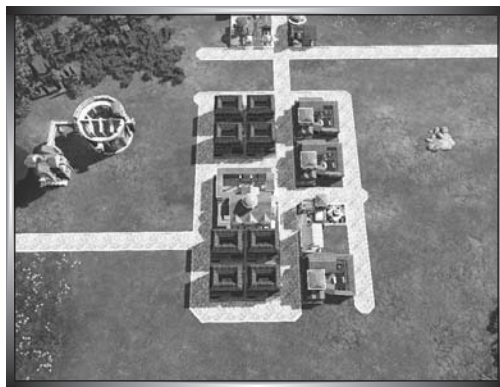
This mission limits the industries you can build. You can't build camps for iron, gold, sand, marble, or grapes, or build factories in their corresponding industries. That means your raw-materials focus will be on clay, timber, olives, and wool.

Despite being able to produce timber, you cannot build furniture factories. You can, however, use the timber in weapon factories. You'll also need to import iron in order to fuel your weapon and utensil factories.

Clothing and pottery will be your emphasized industries; the rest of your industry needs to meet only domestic consumption.

As the game starts, immediately open trade with all three cities.

Build a starter neighborhood with eight insulae and three domi. Place it in the open area in the map's south central part. (We won't build villas in this mission.)



GET IN THE HABIT OF BUILDING COMPACT, RECTANGULAR NEIGHBORHOODS WITH ROOM AROUND THEM FOR WALLS. HAVE ONLY ONE OR TWO ROADS GOING INTO THE NEIGHBORHOOD. DON'T PACK IN AUXILIARY BUILDINGS, SUCH AS PREFECT OFFICES, ENGINEER OFFICES, OR MARKETS, SO CLOSE TO THE NEIGHBORHOOD THAT THEY WOULD INTERFERE WITH WALLS. THIS WILL SAVE YOU GRIEF WHEN YOU WALL IN YOUR HOUSING.



Run a road out to the clay pits in the map's southwest corner. Build a full pottery industry with two clay pits and three or four pottery factories there. Also add a warehouse that handles clay, and add the trade depot with Sardinia, which will buy your clay.

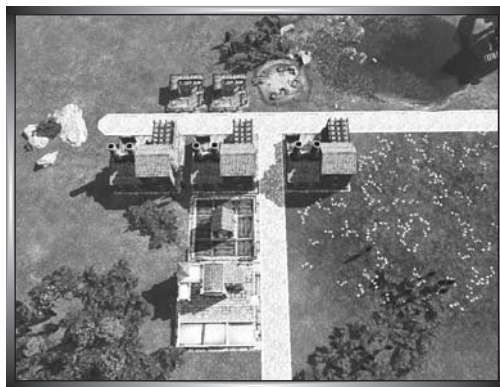
Place one of each food farm type on the large arable land patch to the north. Also place two sheep farms and the attendant pastures, and an olive farm and the necessary groves.

Place three or four clothing factories near your sheep farms, along with a warehouse and the trade depot to Latium, which buys your clothing. Place olive oil factories here as well.

Finally, place the trade depot to Noricum in this same general area. Since it provides iron, place a utensils factory near it, as well as a timber-cutting camp. That way, all necessary ingredients for weapon making are clustered together. (Also place a weapon factory if you plan to stretch out this mission and build forts; this is purely optional, however.)

At this point, your city layout is set. Make sure you have added all types of markets (except exotic goods; we have no patricians in this city!) and a tax collector, and start the game running.

Open some exports of both clay and clothing, but set the limits low. Also allow imports of iron, but keep the import limit low, and watch your stock. Don't bankrupt yourself by buying too much; shut down imports if you develop a surplus.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

Syracusae

**Mediolanum**

Narbo

Thessalonica

Caralis

Burdigala

Corinth

Tarraco

Narona

Emerita Augusta

Condate Riedonum

Hippo Regius

Carthago

Londinium

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

As the city starts to work, tweak warehouse orders as necessary to ensure that goods are stored in the most logical places.

It takes a while for your pottery and clothing production to begin, but once it does, you'll start making denarii.

It's entirely possible to beat this mission before you see a single barbarian attack or Caesar request. The limiting factor is Prosperity, which will hit the target once your neighborhood has converted to large insulae and medium domi. Since your insulae and domi grow when they receive basic and luxury goods, winning is simply a matter of waiting for those goods to get produced, hit the markets, and get purchased by your citizens. Feel free to shut down exports of a particular commodity if it isn't reaching your citizens fast enough to make the housing grow.



## NOTE

ONLY IF YOU ARE EXTREMELY SLOW TO DEVELOP YOUR BASIC AND LUXURY GOODS INDUSTRIES MUST YOU WORRY ABOUT ATTACKS OR REQUESTS. IF YOU GET A BARBARIAN ATTACK WARNING, ADD A LIGHT INFANTRY FORT TO THE MAP, ALONG WITH A MESS HALL AND RECRUITMENT POST. CONSIDER ADDING A COUPLE CHUNKS OF WALL WITH ATTACHED TOWERS IN VULNERABLE SPOTS. BUT THE BEST POLICY IS SIMPLY TO WIN BEFORE YOU GET ATTACKED!

# Narbo

Climate: Mediterranean

Focus: Economic

Difficulty: Easy

## Victory Conditions

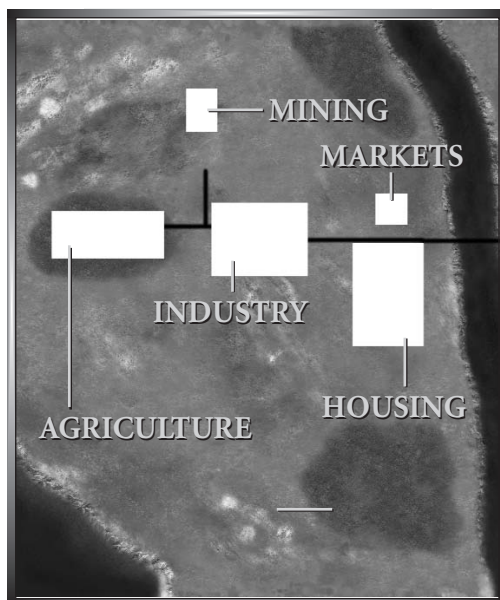
Culture: 20

Favor: 50

Population: 1,200

Prosperity: 15

Security: 50



## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
1	Gallic Raiders	2,000	1	Light Infantry	—	—	—	—
3	Gallic Raiders	2,000	1	Cavalry	—	—	—	—

### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Order	100	Timber	-20	3 Years
1	Request	20	Weapons	5	2 Years
2	Request	20	Weapons	5	2 Years

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Gold	Latium	500	40	+29	+1,160
Iron	Cisalpine Gaul	500	20	+25	+500
Timber	Latium	500	40	+27	+1,080
Weapons	Apulia	1000	20	+106	+2,120

GAME  
CONCEPTS

BUILDINGS

CITY  
PLANNING

GAME  
FLOW

ADVANCED  
STRATEGIES

KINGDOM  
CAMPAIGN

REPUBLIC  
CAMPAIGN

Syracusae

Mediolanum

**Narbo**

Thessalonica

Caralis

Burdigala

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EMPIRE  
CAMPAIGN

SANDBOX  
MISSIONS &  
ONLINE PLAY





## Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Ivory	Apulia	1000	20	-150	-3,000
Spice	Latium	500	10	-150	-1,500

## Walkthrough

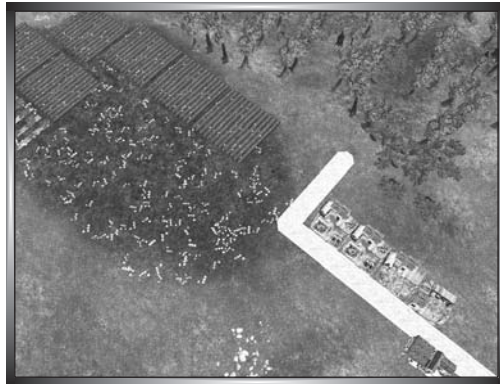
Start by building a starter neighborhood with about 10 insulae and three domi. Place this neighborhood just to the west of the preexisting bridge.

Next, build a combined agricultural and industrial area west of the neighborhood. Build two grain farms, one vegetable farm, and one olive farm. Also add two olive oil factories.

Build a small market district with a food market and basic goods market, just west of the starter neighborhood.

Place a timber-cutting camp and a warehouse that accepts only timber on the western edge of the agricultural area. Wait a few months for olive oil to flow into your insulae, providing more workers. Then start to add more buildings to your city.

Place a clay-digging camp, plus one or two pottery factories near the clay pit beside your city. (Your city will get in the way, so plan to put them some distance from the clay pit.)



North of your industrial zone, place two gold-mining camps. Open trade with Latium and place the depot next to the camps; immediately start to sell gold.

Add two more timber-cutting camps to your industrial zone, along with two more warehouses that handle only timber.

Place two iron-mining camps near the gold-mining camps. Add two weapon factories beside them, along with a warehouse that handles only weapons. (If necessary, add an insula or two to keep up with labor needs.)

Sometime around Year 2 of play, Rome demands a lot of timber. Be ready (or nearly ready) to meet this demand.

After you meet Rome's demand, start exporting your remaining timber to Rome for more income.

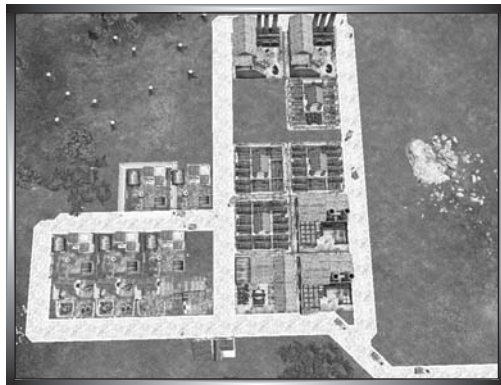
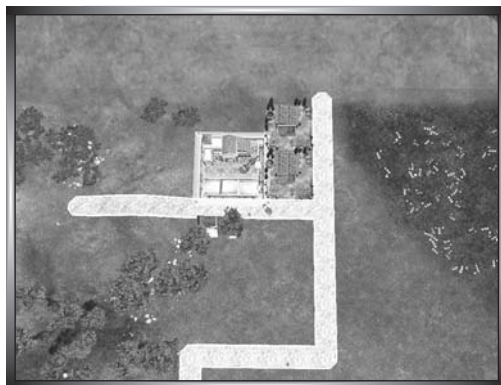
Years 3 and 4 will bring requests for weapons. Again, you should be in good shape to comply with these requests. Raiders will also threaten the city around this time. Don't build a military; simply pay them off.

By now you should have accumulated a good stash of denarii. It's time to add more buildings. Add two more iron-mining camps. Open trade with Cisalpine Gaul and start selling iron to them. Also, start selling your weapons to Latium. These two new exports will significantly up your revenue.

Add a utensil factory and a furniture factory to your industrial zone. Then add a luxury market to your market district in order to see this stuff.

When the utensils and furniture hits your domi, they will grow, meeting your Prosperity requirement.

Culture is probably holding you back now. Add a school and an odeum near your neighborhood. You should now win.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

Syracusae

Mediolanum

### Narbo

Thessalonica

Caralis

Burdigala

Corinth

Tarraco

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Emerita Augusta

Condate Riedonum

Hippo Regius

Carthago

Londinium

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV



IF YOU STILL LACK A LITTLE FAVOR, GIVE A SMALL GIFT TO ROME TO COMPLETE THE MISSION.

## Thessalonica

Climate: Mediterranean

Focus: Military

Difficulty: Easy

## Victory Conditions

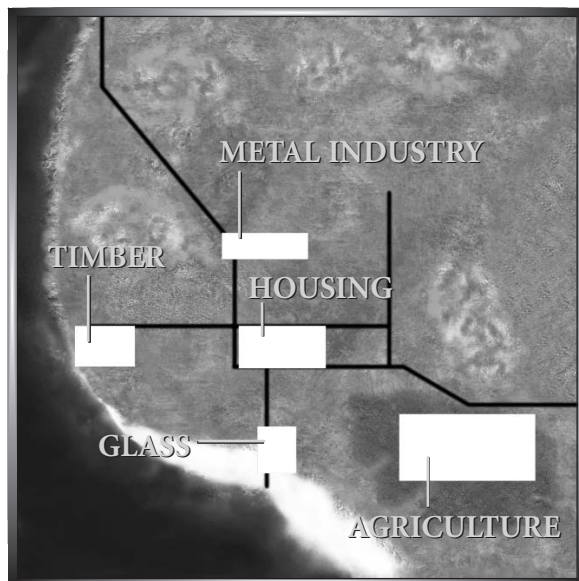
Culture: 10

Favor: 35

Population: 800

Prosperity: 15

Security: 25



## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
1	Local Raiders	1,500	1	Light Infantry	—	—	—	—
1	Local Raiders	2,000	1	Light Infantry	—	—	—	—
2	Greek Rebels	2,000	1	Cavalry	—	—	—	—
3	Greek Rebels	4,000	2	Light Infantry	1	Archers	—	—
5	Greek Rebels	2,500	2	Cavalry	—	—	—	—
6	Thracian Invaders	5,750	3	Light Infantry	2	Archers	1	Siege



## Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
2	Request	—	Military	5	—
4	Request	—	Military	5	—
6	Request	—	Military	10	—
8	Request	—	Military	10	—

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Utensils	Latium	1,000	65	+68	+4,420
Timber	Sicilia	500	75	+27	+2,025

### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Silk	Latium	1,000	20	-150	-3,000
Spices	Sardinia	500	10	-150	-1,500

## Walkthrough

You can't build any industry dealing with gold, clay, marble, or grapes in this mission. You also can't make armor, though you do have access to both iron and wool.

Start out by opening trade with Latium and Sicilia. You won't need to deal with Sardinia at all, since you won't be building villas (hence, no need for luxury goods).

Build a starter neighborhood on the level, empty patch near the map's middle. Include 10 insulae and three domi, as well as the usual extras.

Place fields and farms on the arable patch to the southeast. We recommend one farm for each of the three food types, plus a sheep farm and an olive farm.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

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## ADVANCED STRATEGIES

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## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

Scroll to the map's southwest corner. Build a road that leads out here. Then establish a timber industry with two timber-cutting camps, a warehouse, a furniture factory, and the Sicilia trade port (which buys timber). Open timber exports immediately.

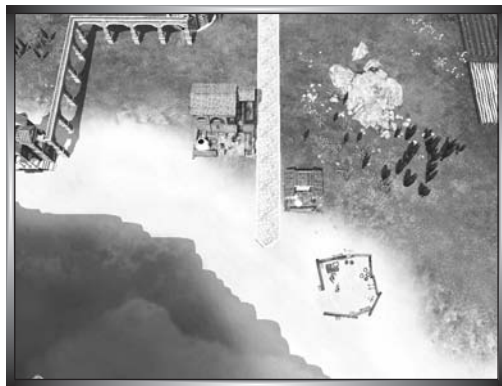


Northwest of your neighborhood, start an iron industry. Place two iron-mining camps, two or three utensil factories, a weapons factory (optional), and a warehouse. Also add the trade depot with Latium, which will buy your utensils. Immediately open utensil exports.



South of the neighborhood is a sand pit. Build a sand-gathering camp and two glass factories down here.

Finally, east of your neighborhood, add markets, plus factories for olive oil and clothing. Now set your city in motion.



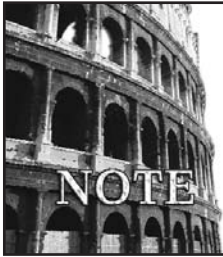
As the city starts to work, tweak warehouse orders as necessary to ensure that goods are stored in the most logical places.

As with the Mediolanum mission, you can easily beat this one before anyone attacks you and before Caesar makes any requests. The limiting factors are Favor and Prosperity—and your Favor starts out almost where you need it. Give a single small gift to Rome just to nudge your Favor up to comfortable levels so you don't need to worry about it declining. Now you're missing only Prosperity.



IF YOU WANT TO PLAY LONGER, DON'T GIVE ANY GIFTS. INSTEAD, WAIT FOR THE FIRST CAESAR REQUEST TO ACHIEVE THE NECESSARY FAVOR RATING.

Prosperity increases when your basic and luxury goods hit the markets and your citizens buy them. You'll win when most of your insulae are large and your domi are medium. You can even hurry the process by surrounding the neighborhood with walls, thus making the domi grow to their maximum size—but this isn't necessary. Just make sure the basic and luxury goods are getting supplied efficiently, and you win.



IF YOU FAIL TO BOOST YOUR PROSPERITY BEFORE THE FIRST BARBARIAN WARNING, BUILD A LIGHT INFANTRY FORT AND THE ASSOCIATED HELPER BUILDINGS. ALSO WALL IN YOUR NEIGHBORHOOD. BUT THE BEST POLICY IS TO WIN BEFORE AN ATTACK EVEN HAPPENS.

## Caralis

Climate: Mediterranean

Focus: Economic

Difficulty: Moderate

### Victory Conditions

Culture: 20

Favor: 50

Population: 1,200

Prosperity: 50

Security: 15



## GAME CONCEPTS

### BUILDINGS

### CITY PLANNING

### GAME FLOW

### ADVANCED STRATEGIES

### KINGDOM CAMPAIGN

### REPUBLIC CAMPAIGN

Syracusae

Mediolanum

Narbo

Thessalonica

#### Caralis

Burdigala

Corinth

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Condate Riedonum

Hippo Regius

Carthago

Londinium

## EMPIRE CAMPAIGN

### SANDBOX MISSIONS & ONLINE PLAY





# CAESAR™ IV

## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
3	Local Bandits	1,500	1	Light Infantry	—	—	—	—

### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Order	750	Denarii	-5	1 Year
2	Order	10	Wine	-5	2 Years
3	Request	25	Clothing	5	2 Years
2	Request	40	Pottery	5	2 Years

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Grapes	Achaea	850	120	+20	+240
Pottery	Cisalpine Gaul	500	30	+52	+1,560
Utensils	Africa	1000	25	+68	+1,700
Vegetables	Narbonensis	500	120	+13	+1,560
Weapons	Macedonia	700	30	+106	+3,180
Wine	Latium	500	30	+72	+2,160

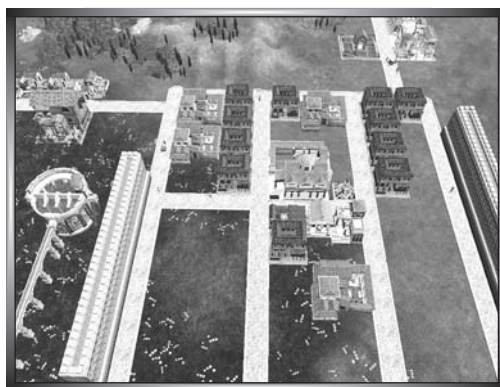
### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Gold	Macedonia	700	50	-35	-1,750
Iron	Cisalpine Gaul	500	50	-30	-800
Jewelry	Latium	500	25	-89	-2,225
Perfume	Achaea	850	20	-150	-3,000
Salt	Latium	500	10	-130	-1,300
Spice	Apulia	1,200	25	-150	-3,750
Timber	Narbonensis	500	40	-32	-1,280

## Walkthrough

Start by going to the Empire screen and opening trade with Cisalpine Gaul.

Now return to the City screen and place a starter neighborhood. We put ours along the map's eastern edge. It intruded somewhat on the arable land, but that's okay, since flat, nonarable land is limited on this map. We recommend placing ten insulae and three or four domi.



The market district can go just north of the city. This is not optimal placement, but it avoids taking up more arable land this way.

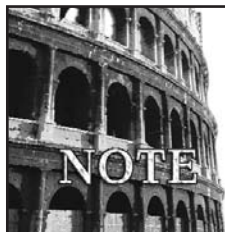
Farms go northwest of the starter neighborhood. Place two grain farms, one vegetable farm, one sheep farm, and two grape farms. Also place two clothing factories next to the sheep farm.



To the west, next to the nearest clay pit, place one clay-digging camp, two pottery factories, and a trade port with Cispaline Gaul. Immediately open pottery exports.

When pottery and clothing starts to filter into the city and you have excess plebs, start to add more buildings. Specifically, add two more grape farms, two wine factories, and a warehouse that handles only wine. Also add another vegetable farm.

Open trade with Achaea and start trading grapes for additional profit.



**NOTE**

CAESAR STARTS DEMANDING TRIBUTE (DENARII) AROUND YEAR 2 AND WINE AROUND YEAR 3. TRY TO MEET THESE DEMANDS. IF NOTHING ELSE, YOU SHOULD BE ABLE TO HANDLE THE WINE DEMANDS THANKS TO YOUR NEW FACTORIES.

## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

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## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

Syracusae

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## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

When your wine-only warehouse is full (and there are no outstanding Caesar demands for wine), open trade with Latium and start selling wine.

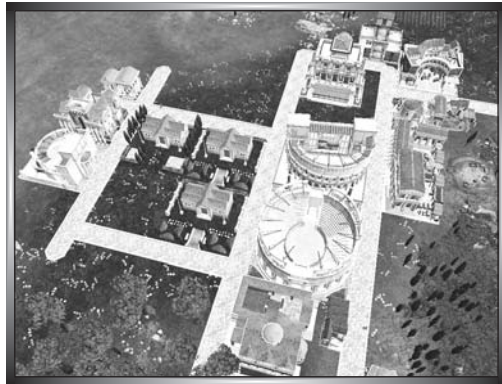
Allow some denarii to accumulate. When you can, add another warehouse that handles only clothes and pottery. Add another clay-digging camp and pottery factory if necessary, to flood your pottery export market.

At this point, you need to wait and accumulate around a thousand denarii. When you have, start importing iron from Cispaline Gaul. Add a weapon factory and a utensil factory in your industrial area, near the pottery factories. Also place a timber-cutting camp. This timber plus the imported iron lets you make weapons.



When your funds are in the low thousands, you're ready for your final push. You'll be adding a patrician neighborhood to hit your Prosperity target.

Build a patrician neighborhood on the map's west edge. Place three villas and build a complete set of markets nearby. Then add all of the available entertainment and education buildings in this neighborhood: odeum, theater, school, and library. Also add a forum.



You'll need domi to power these new buildings. Wall in your starter neighborhood to make the domi grow, adding labor to your pool. Construct a fourth domus if you're still short.

Soon your villas will help you hit your Prosperity target, and the services you gave them give you Culture. Give gifts to Caesar, if necessary, to top off your Favor—and you win.



# Burdigala

Climate: Northern Europe

Focus: Military

Difficulty: Moderately Hard

## Victory Conditions

Culture: 15

Favor: 40

Population: 800

Prosperity: 25

Security: 30

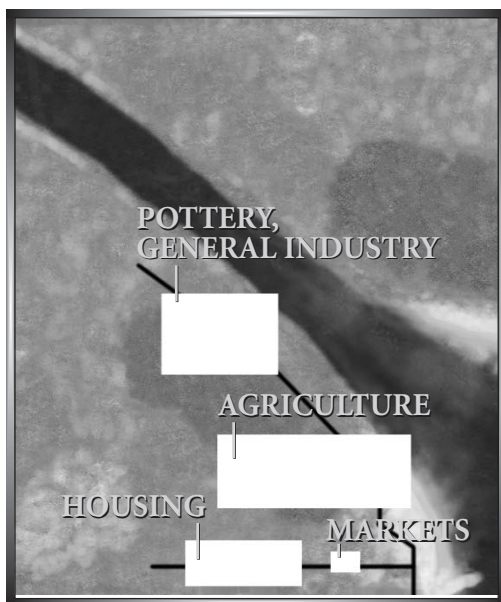
## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
1	Galic Hordes	2,500	1	Light Infantry	1	Archers	—	—
1	Galic Hordes	2,500	1	Light Infantry	1	Archers	—	—
2	Galic Hordes	3,250	2	Light Infantry	1	Archers	—	—
4	Galic Hordes	4,000	2	Light Infantry	1	Archers	—	—
5	Galic Hordes	4,750	3	Light Infantry	1	Archers	—	—
7	Galic Hordes	5,500	3	Light Infantry	2	Archers	—	—
8	Galic Hordes	6,250	4	Light Infantry	2	Archers	—	—
10	Galic Hordes	7,000	4	Light Infantry	2	Archers	—	—

### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Request	10	Weapons	7	2 Years
1	Request	10	Weapons	7	2 Years
1	Request	10	Armor	7	2 Years
1	Request	10	Armor	7	2 Years
3	Order	—	Military	-15	—
5	Order	—	Military	-15	—
7	Order	—	Military	-15	—



GAME  
CONCEPTS

BUILDINGS

CITY  
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STRATEGIES

KINGDOM  
CAMPAIGN

REPUBLIC  
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Mediolanum

Narbo

Thessalonica

Caralis

**Burdigala**

Corinth

Tarraco

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Emerita Augusta

Condate Riedonum

Hippo Regius

Carthago

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EMPIRE  
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## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Furniture	Cisalpine Gaul	500	30	+70	+2,100
Timber	Sicilia	1,000	225	+27	+6,075
Armor	Latium	1,500	50	+100	+5,000
Weapons	Latium	1,500	50	+106	+5,300

### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Iron	Cisalpine Gaul	500	60	-30	-1,800
Perfume	Cisalpine Gaul	500	20	-150	-3,000
Pottery	Narbonensis	250	50	-62	-3,100
Iron	Narbonensis	250	25	-30	-750
Clothing	Sardinia	500	50	-67	-3,350
Incense	Sardinia	500	20	-150	-3,000
Ivory	Sicilia	1,000	10	-150	-1,500
Wool	Sicilia	1,000	60	-27	-1,620
Iron	Latium	1,500	40	-30	-1,200
Wine	Latium	1,500	50	-86	-4,300
Silk	Latium	1,500	25	-150	-3,750

## Walkthrough

This mission is much more challenging than the first few. It severely limits what you can produce on your own, forcing you to use trade to get necessary goods. On the flip side, there are lots of profits to be had from the sale of timber, furniture, weapons, and armor. The keys are to maximize your exports immediately and to import only what you need, as unlimited importing will send you into debt very quickly.

Immediately visit the Empire screen and open trade with all foreign cities except Latium.

Return to the City screen. Build a starter neighborhood with ten insulae and three domi, in the map's south-central part.



Place all three types of food farms and their corresponding fields on the southern half of the nearby arable patch. Also place a market district just to the east of your neighborhood. Remember to place a tax collector near the market.

North of your neighborhood, where arable land meets the river and the forest, build a big grid of roads. You'll be placing these roads right over the arable land (normally a no-no, but you've got a good deal of arable land here). Also, delete some of the road that runs along the river, and move it back a bit so that you can fit buildings along the riverside.

Build six timber-cutting camps near the forest and river, and place your trade port with Sicilia here too. Make sure that these camps are as close as possible to both the forest and the trade port. Efficiency in selling lumber to Sicilia is the key to making this mission work.

Now place the rest of your trade buildings (remember, you opened trade with every city except Latium), two warehouses, and two furniture factories, all within your newly built grid of roads.

Also place two weapon factories, an armor factory, a utensil factory, and two olive oil factories here. At this point, your basic city is built but you're low on denarii. Start the game. Allow imports of a little iron and wool, and a little pottery, and turn on full-scale exporting of timber and furniture.

Import just enough pottery to fill your market and make your insulae grow, providing more workers. Then shut pottery imports down for now.

Monitor wool and iron imports, and shut them down when you've built up enough for your weapon and armor factories to do some work. You're low on denarii and don't want to go into the red.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

Syracusae

Mediolanum

Narbo

Thessalonica

Caralis

**Burdigala**

Corinth

Tarraco

Narona

Emerita Augusta

Condate Riedonum

Hippo Regius

Carthago

Londinium

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY





# CAESAR™ IV

Let your sale of timber and furniture net you some denarii. When you have around 2,000 denarii in the bank, open trade with Latium and start selling weapons and armor. This will really open up your profits.

Around this time, Caesar makes his first weapons request. Ignore it; you're in no position to fill it yet. Keep selling timber, furniture, weapons, and armor. Make sure all of these industries are running smoothly.

Now add another couple more weapon and armor factories. Start importing a little more iron for these industries, and briefly reopen imports of pottery. This, plus the olive oil you're producing, will keep your insulae at their top level.

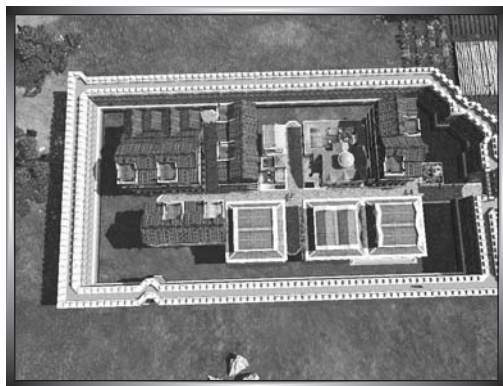
Caesar will soon make another request, this time for armor. Keep ignoring these requests for now. Build up cash; you want to have at least 1,000 at all times.

If barbarians threaten, buy them off. You won't be fighting in this mission.

Keep this up and keep accumulating cash. When you have well over 2,000 denarii, consider walling in your neighborhood. (This lets your domi grow, providing labor for a future theater.)

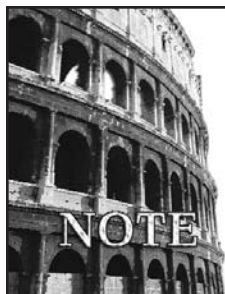
When Caesar demands troops, build a single light infantry fort and associated buildings. Then send it off to fight. It'll be crushed, but don't worry. The point is to send it and avoid Caesar's wrath. (This is the only use for your troops; continue to buy off barbarians rather than fight them.)

Let more denarii accumulate; then add a second shrine (to whatever god you want) in your neighborhood, and place a theater and actor guild just outside it. This will cover your Culture requirements.



As long as you're producing enough goods for your neighborhood, your Prosperity rating will be sufficient to win. It's now just a matter of getting favor to 40.

To improve your Favor rating, add factories and accumulate enough weapons or armor to fulfill some of those recurring weapons or armor requests. Or, simply give several large gifts to Caesar. You win when your Favor tops 40.



IF YOU LOST, IT'S LIKELY BECAUSE YOU SPENT TOO QUICKLY AND DIDN'T HAVE DENARII ON HAND TO BUY OFF BARBARIAN INVADERS. LOAD YOUR LAST SAVED GAME, AND THIS TIME, TRY TO MAINTAIN A RESERVE OF AT LEAST 1,000 DENARII AT ALL TIMES. THIS PREVENTS YOU FROM GETTING TOO DEEP IN DEBT IF YOU HAVE TO BUY OFF BARBARIANS.

## Corinth

Climate: Mediterranean

Focus: Economic

Difficulty: Moderate

## Victory Conditions

Culture: 40

Favor: 45

Population: 1,500

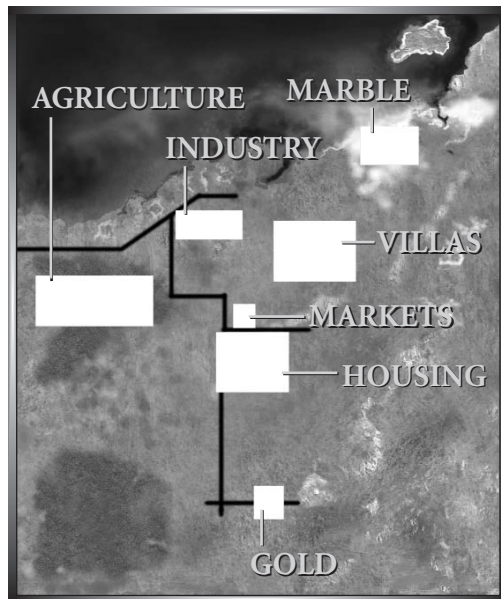
Prosperity: 40

Security: 20

## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
4	Thracian Invaders	3,000	2	Cavalry	—	—	—	—
6	Thracian Invaders	4,000	3	Cavalry	—	—	—	—



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

Syracusae

Mediolanum

Narbo

Thessalonica

Caralis

Burdigala

**Corinth**

Tarraco

Narona

Emerita Augusta

Condate Riedonum

Hippo Regius

Carthago

Londinium

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

## Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Order	25	Jewelry	-10	2 Years
1	Request	20	Wine	5	2 Years
2	Order	100	Glass	-20	—
2	Request	40	Marble	10	2 Years
3	Request	50	Glass	10	2 Years

## Trade

### Exports

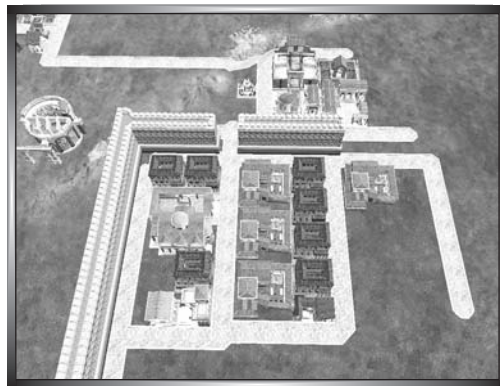
Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Glass	Sardinia	800	65	+50	+3,250
Jewelry	Asia	1,200	30	+74	+2,220
Marble	Latium	500	50	+50	+2,500
Wine	Macedonia	400	40	+72	+2,880

### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Cosmetics	Latium	500	25	-150	-3,750
Incense	Asia	1,200	25	-150	-3,750
Iron	Macedonia	400	25	-30	-750
Perfume	Latium	500	25	-150	-3,750
Spice	Sardinia	800	25	-150	-3,750

## Walkthrough

Build a typical starter neighborhood at the spot indicated on the map. Tuck it up against the cliff line, with just enough room to eventually wall it in. (This will ensure that you have room to the south.) Place the usual markets to the north.





Place your fields and farms on the arable land to the northwest. Build two grain farms and one vegetable farm. North of the farms, place one sand-gathering camp and two glass factories. Also place one clay-digging camp and two pottery factories.

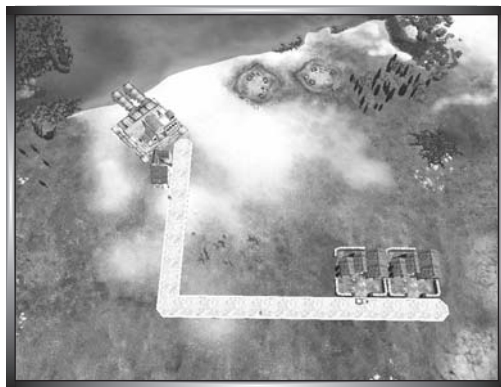
South of your neighborhood, near the gold mine, place one gold-mining camp and two jewelry factories. Also place a warehouse here that handles only jewelry. Now start your city in motion.

When the clay and glass hit your insulae, they grow, providing more workers. At this time, add another sand-gathering camp and one or two glass factories. Also add several warehouses nearby that handle only glass.

Next, place another jewelry factory and gold-mining camp by your original gold mine.

To the northeast is a marble quarry. Open trade with Latium, build two marble quarry camps up here, and place the Latium port nearby. Start selling marble.

Demands will start rolling in soon. Around the second year, Caesar demands jewelry; somewhat later, he requests glass. If you followed this plan, you've got the capacity to meet these demands. Plan on stockpiling these goods.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

Syracusae  
Mediolanum  
Narbo  
Thessalonica  
Caralis  
Burdigala  
**Corinth**  
Tarraco  
Narona  
Emerita Augusta  
Condate Riedonum  
Hippo Regius  
Carthago  
Londinium

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

Add a grape farm and two wine factories whenever you can. For now, this is just for export and for meeting Caesar demands; a luxury market is optional. Do open trade with Macedonia and start selling wine.

Requests for wine and marble tend to start around the third and fourth year. Again, you have the production capacity to handle it: just stockpile when necessary.

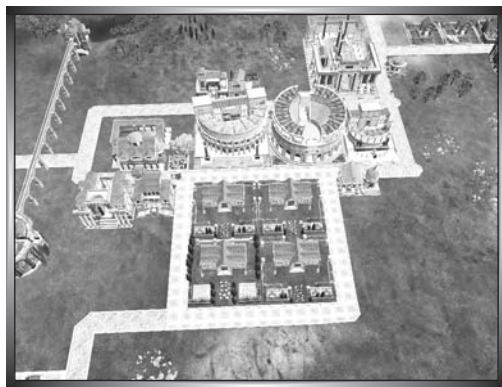
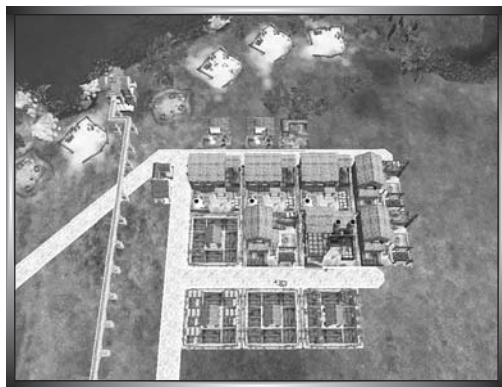
At this point, your economy should be rolling. Open trade with Asia to sell jewelry; you should now be exporting all four possible items.

Build up a few thousand denarii. When you have this, place a small cluster of four villas. (We placed it northeast of the starting neighborhood.)

Wall in your starting neighborhood to make the domi grow.

Now, add the following service buildings near your villas: odeum, theater, forum, school, library, and two shrines. If necessary, add a domus to your starter neighborhood to staff these buildings.

When this neighborhood is mature, it will provide the Culture and Prosperity necessary to win the mission.



# Tarraco

Climate: Mediterranean

Focus: Military

Difficulty: Easy to Moderate

## Victory Conditions

Culture: 20

Favor: 30

Population: 1,000

Prosperity: 25

Security: 50

## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
2	Carthaginian Invaders	3,250	2	Heavy Infantry	3	Siege	—	—
4	Carthaginian Invaders	3,250	2	Heavy Infantry	3	Siege	—	—
6	Carthaginian Invaders	4,000	2	Heavy Infantry	1	Archers	1	Siege
8	Carthaginian Invaders	5,500	2	Heavy Infantry	1	Archers	2	Siege
8	Carthaginian Support	2,500	2	Cavalry	—	—	—	—
10	Carthaginian Invaders	7,000	3	Heavy Infantry	2	Archers	2	Siege
10	Carthaginian Support	2,500	2	Cavalry	—	—	—	—

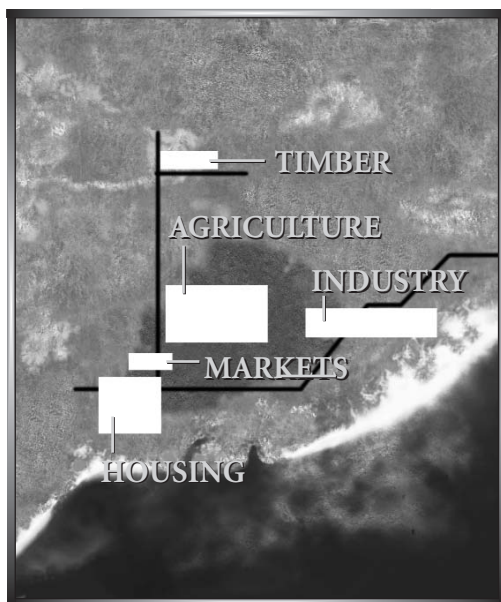
### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
3	Request	—	Military	5	2 Years
5	Request	—	Military	10	—

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Glass	Narbonensis	500	65	+50	+3,250
Pottery	Cisalpine Gaul	500	95	+52	+4,940
Weapons	Latium	1,200	50	+106	+5,300



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

Syracusae

Mediolanum

Narbo

Thessalonica

Caralis

Burdigala

Corinth

**Tarraco**

Narona

Emerita Augusta

Condate Riedonum

Hippo Regius

Carthago

Londinium

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY





# CAESAR™ IV

## Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Cosmetics	Narbonensis	500	40	-150	-6,000
Iron	Cisalpine Gaul	500	50	-30	-1,500
Silphium	Sardinia	500	20	-100	-2,000
Ivory	Sardinia	500	20	-150	-3,000
Marble	Latium	1,200	40	-60	-2,400
Salt	Latium	1,200	40	-130	-5,200

## Walkthrough

This mission gives you plenty of resources to make common goods, but luxury items are harder to come by. As a result, your domi can't reach their maximum size, so you won't need to bother with walls.

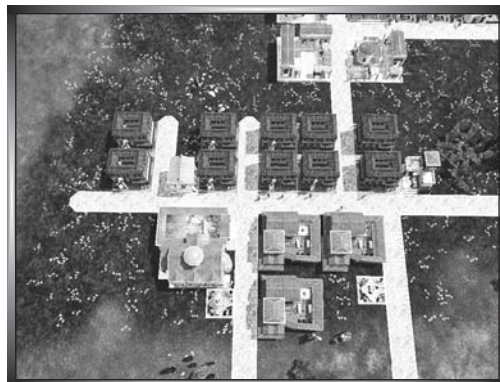
Our strategy is to speed-rush the mission, completing all goals before a single Caesar request or barbarian invasion troubles you.

First, visit the Empire screen and open trade with Narbonensis and Cisalpine Gaul.

Now return to the City screen and build a starter neighborhood with ten insulae and three domi. Place it on the arable land in the map's south-central portion. (Again, this is normally a bad idea, but you have a surfeit of arable land on this mission and not much room elsewhere.)

To the north, build a market district with a tax collector. Place two grain farms and a cattle farm. Add a sheep farm and two clothing factories near your farms. North of the farms, build a timber-cutting camp and two furniture factories.

Scroll to the sand pits and clay pits located near the map's eastern edge. Build major pottery and glass industries here, with two or three each of



sand-gathering and clay-digging camps. Place four each of pottery and glass factories, as well as a warehouse. And put the trade depots for Narbonensis and Cisalpine Gaul here, too, so they can quickly grab pottery and glass to sell it.

Now set the game in motion. Prioritize harvesting, since you won't have enough laborers for everything at first.

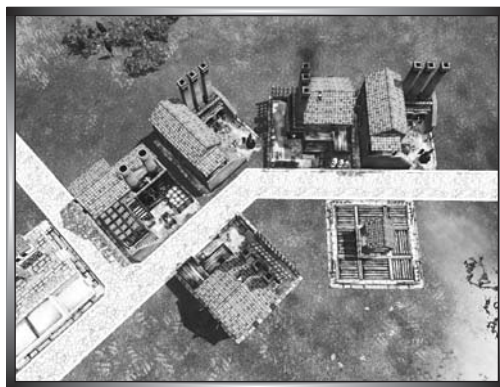
Soon you'll be producing and selling heroic quantities of pottery and glass. When these items start to hit the markets, your insulae grow, providing more labor.

When you've got about 2,000 denarii or more and some extra labor, open trade with Latium and place the trade port near your pottery and glass industries.

Start importing iron. Add a pair of weapon factories and a pair of armor factories nearby, and start selling weapons and armor to Latium. This further increases your profits.

When you have well over 1,000 denarii built up again, add a fourth domus and a single villa to your neighborhood. Then add a second shrine (of your choice), a school, a theater, and an actor guild nearby. Also place some plaza in front of the villa.

When the villa grows to medium size, your insulae are maxed out, and your domi are at medium size, you have enough Prosperity to win. Since that was the limiting factor, you win the mission.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

Syracusae  
Mediolanum  
Narbo  
Thessalonica  
Caralis  
Burdigala  
Corinth  
**Tarraco**  
Narona  
Emerita Augusta  
Condate Riedonum  
Hippo Regius  
Carthago  
Londinium

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV



IF YOU DON'T WIN THE MISSION HERE, CONTINUE TO BUILD UP DENarii. BUY OFF ANY BARBARIANS WHO ATTACK. CAESAR MAKES REQUESTS BUT NO DEMANDS, SO YOU CAN IGNORE HIM FOR A WHILE.

ULTIMATELY, WHEN YOU'VE GOT MORE DENarii, YOU CAN FIX WHATEVER IS KEEPING YOU FROM WINNING. DO WHATEVER IT TAKES TO MAKE YOUR HOUSING GROW (IF PROSPERITY IS THE ISSUE) OR BRIBE CAESAR WITH GIFTS IF YOU LACK FAVOR. THROW UP A FEW WALLS IF SECURITY IS AN ISSUE. EVENTUALLY YOU'LL WIN.

## Narona

Climate: Mediterranean

Focus: Economic

Difficulty: Moderate

## Victory Conditions

Culture: 25

Favor: 55

Population: 1,500

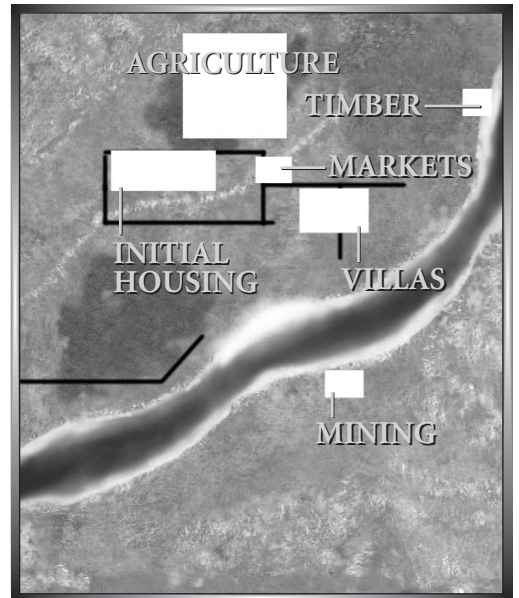
Prosperity: 50

Security: 20

## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
-	-	-	-	-	-	-	-	-





## Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Order	25	Utensils	-10	2 Years
1	Request	20	Furniture	5	2 Years
2	Order	50	Clothing	-10	3 Years
3	Request	50	Olive Oil	10	2 Years
4	Order	10	Jewelry	-5	2 Years
5	Request	—	Military	10	—
7	Request	—	Military	10	—

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Armor	Latium	1,500	25	+100	+2,500
Gold	Sardinia	1,500	60	+29	+1,740
Olive Oil	Sardinia	1,500	50	+54	+2,700
Timber	Latium	1,500	150	+27	+4,050
Utensils	Sicilia	400	65	+68	+4,420
Weapons	Latium	1,500	25	+106	+2,650

### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Clothing	Sicilia	400	25	-67	-1,675
Glass	Latium	1,500	60	-60	-3,600
Grain	Sicilia	400	100	-14	-1,400
Perfume	Sardinia	1,500	5	-150	-750
Perfume	Sicilia	400	5	-150	-750
Silk	Latium	1,500	10	-150	-1,500
Silphium	Sardinia	1,500	10	-100	-1,000
Spice	Sardinia	1,500	5	-150	-750

## Walkthrough

Build a starter neighborhood at the spot indicated on the map. Place the neighborhood just north of the cliff line and the reservoir just south of the cliff line. As usual, place about ten insulae and three domi. Make sure there's room to build walls later.

GAME  
CONCEPTS

BUILDINGS

CITY  
PLANNING

GAME  
FLOW

ADVANCED  
STRATEGIES

KINGDOM  
CAMPAIGN

REPUBLIC  
CAMPAIGN

Syracusae

Mediolanum

Narbo

Thessalonica

Caralis

Burdigala

Corinth

Tarraco

**Narona**

Emerita Augusta

Condate Riedonum

Hippo Regius

Carthago

Londinium

EMPIRE  
CAMPAIGN

SANDBOX  
MISSIONS &  
ONLINE PLAY



# CAESAR™ IV

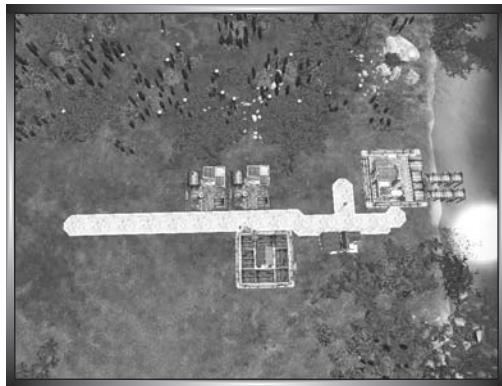
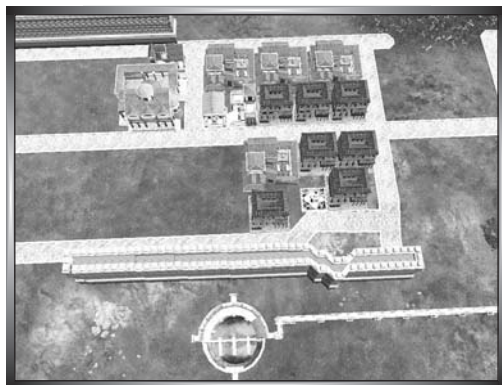
Place your farms and agriculture northeast of the city. Build two grain farms, one vegetable farm, one olive farm, and one sheep farm. Add two clothing factories near the sheep farm and two olive oil factories near the olive farm.

To the east, along the water, place a trade port with Latium. Place three timber camps next to the port and immediately start the timber export. This area doesn't need to connect to the main city for now.

Start up the game and wait until your insulate evolve, providing more workers.

To the southeast, across the river, place an iron-mining camp, two utensil factories, a warehouse that handles only utensils, and the port with Sicilia. Start selling utensils. You do not yet need to connect this area to the city's main part.

Demands start rolling in around Year 2. You're likely to see a utensils demand in Year 2 and a clothing demand in Year 3. Ramp up your production of these things if necessary to meet the demands.



YOU CAN IMPORT CLOTHING IF NECESSARY TO MEET THE DEMAND.

When you have money, add a ship bridge at the place indicated on the map. Also add a furniture factory near the timber camps and a warehouse devoted to furniture. There is likely to be a furniture request in Year 3, so you're building toward this now.

Caesar will request olive oil in Year 4. It's up to you whether or not to meet the demand; if you're short of olive oil, you can skip it and make the Favor up later with gifts.

When you have laborers and denarii, add a gold-mining zone to the southwest and connect it via roads to your main city. Place one gold-mining camp, two jewelry factories, and a warehouse devoted to jewelry here. Stock jewelry to meet a demand around Year 5. Then open trade with Sardinia, if you haven't already, and sell gold.

At this point, make sure you're exporting everything you can. Ramp up production in any areas that lack it. In particular, be sure you're meeting your timber and utensils quotas. Connect any industry that's still not connected by roads, and consider putting in a second ship bridge in the east.

When you've built up a few thousand denarii, wall in your starter neighborhood. Then, build a block of four villas to the east of that neighborhood.

Your main obstacles now are Prosperity and Favor. Build the usual amenities near your villas to increase their level: school, library, odeum, theater, forum, and shrines. This will take care of Prosperity.

Meet Favor by granting requests. There's an additional request for troops around Year 6, which you *could* try to meet; however, if you've been good about meeting requests up until this (or even if you haven't), you can easily get the rest of the way by sending Caesar gifts. It's just a matter of patience; wait for requests if you're impatient, or send gifts if you aren't. When you hit your Favor target, you win.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

Syracusae  
Mediolanum  
Narbo  
Thessalonica  
Caralis  
Burdigala  
Corinth  
Tarraco  
**Narona**  
Emerita Augusta  
Condate Riedonum  
Hippo Regius  
Carthago  
Londinium

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY





# CAESAR™ IV

## Emerita Augusta

Climate: Mediterranean

Focus: Military

Difficulty: Moderate

## Victory Conditions

Culture: 20

Favor: 40

Population: 1,200

Prosperity: 25

Security: 50

## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
1	Gallic Pillagers	2,000	1	Cavalry	—	—	—	—
3	Gallic Pillagers	3,000	2	Cavalry	—	—	—	—
5	Celtic Invasion	9,250	5	Heavy Infantry	3	Archers	2	Siege

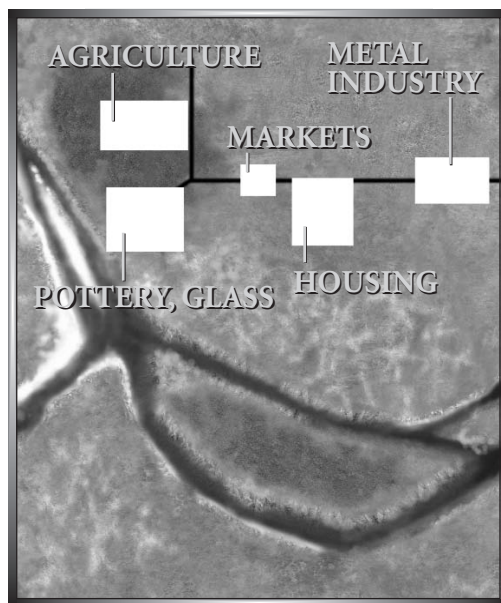
### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Request	—	Military	10	—
2	Order	50	Iron	-10	3 Years
2	Request	30	Glass	5	2 Years
3	Request	—	Military	15	—
5	Request	—	Military	15	—

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Iron	Tarraconensis	250	60	+25	+1,500
Glass	Narbonensis	250	40	+50	+2,000
Pottery	Sardinia	500	65	+52	+3,380
Sand	Latium	500	225	+18	+4,050



## Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Cosmetics	Achaea	800	25	-150	-3,750
Marble	Achaea	800	50	-60	-3,000
Meat	Tarraconensis	250	50	-17	-850
Clothing	Tarraconensis	250	30	-67	-2,010
Utensils	Narbonensis	250	25	-82	-2,050
Furniture	Narbonensis	250	25	-84	-2,100
Honey	Narbonensis	250	15	-150	-2,250
Spice	Sardinia	500	25	-150	-3,750
Silk	Sardinia	500	15	-150	-2,250
Silphium	Latium	500	15	-100	-1,500
Salt	Latium	500	30	-130	-3,900

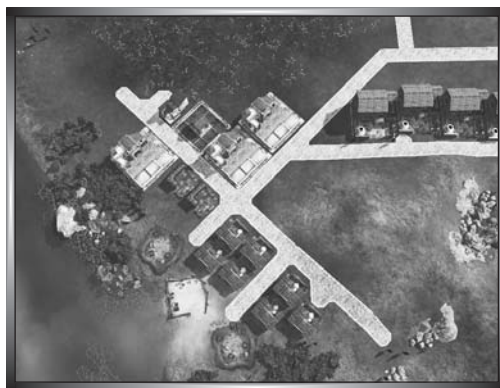
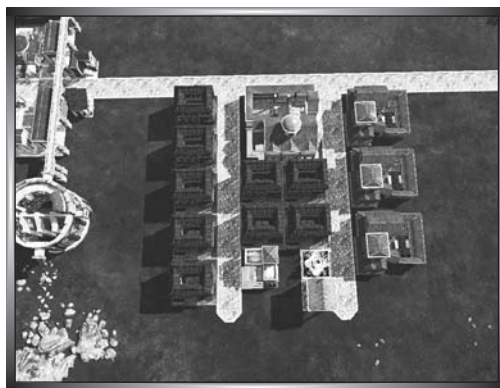
## Walkthrough

Start by opening trade with all cities except Achaea, which does not offer anything except exotic goods.

Create a starter neighborhood along the road, near the middle of the map. Place ten insulae and three domi; no villas are necessary. You'll need to run a very long aqueduct from the river to the west in order to power this neighborhood's reservoir.

To the west, along the river, build a huge sand and glass industry with seven sand-gathering camps, four glass factories, and all of your trade depots. Also place two clay-digging camps and three pottery factories here.

Northwest of the starter neighborhood is the arable land. Place one of each type of food farm here, as well as grape and sheep farms. Also place two wine factories and two clothing factories close by.



GAME  
CONCEPTS

BUILDINGS

CITY  
PLANNING

GAME  
FLOW

ADVANCED  
STRATEGIES

KINGDOM  
CAMPAIGN

REPUBLIC  
CAMPAIGN

Syracusae

Mediolanum

Narbo

Thessalonica

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Carthago

Londinium

EMPIRE  
CAMPAIGN

SANDBOX  
MISSIONS &  
ONLINE PLAY



# CAESAR™ IV

Place a timber-cutting camp and a furniture factory along the preexisting road, near the map's eastern edge.

Start the game up and open exports of sand, glass, and pottery. Sell as much of these items as possible. Watch the industries, and place specialized warehouses where necessary to smooth the transit of goods.

These three industries produce a lot of denarii. Wait as the money piles up. When your insulae evolve, you'll have more workers on hand. Now add two iron-mining camps near the mine just west of your neighborhood.

Place a weapon factory and a utensils factory on the road to the east, near the timber-cutting camp. Also place two warehouses here, and have them accept only iron.

When some weapons build up, add a mess hall, recruitment port, and a single light infantry fort.

Around this time, Caesar demands that you supply troops. Send your single light infantry cohort off to be massacred. As usual, the important thing is just to send *someone*; it doesn't matter if they lose.

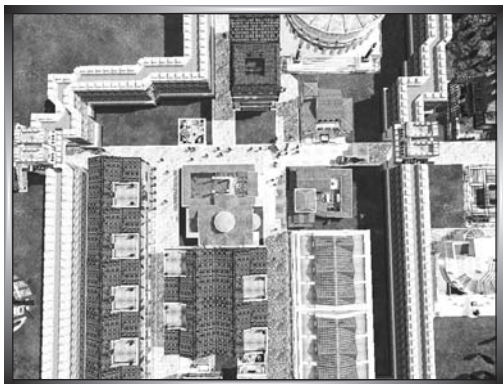
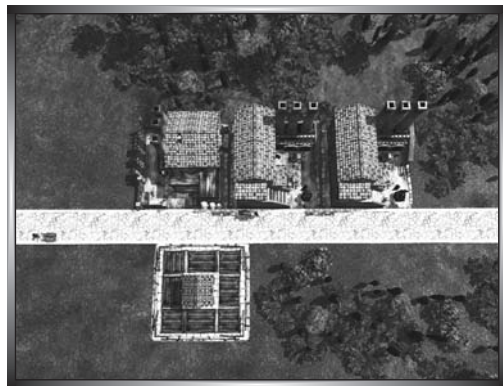
Soon after this, Caesar demands iron and requests glass. Start stockpiling both.

Fill Caesar's iron demand as quickly as possible. Now you should have nearly 40 Favor, which is your target.

Wall in your starter neighborhood; make the walls as expansive as possible to leave room for more buildings. The walls will push your domi to maximum evolution, taking care of your Prosperity rating.

Now add an odeum, a theater, an actor guild, and a school. Place as many of these as possible inside your walls; place them outside if necessary. These buildings push up your Culture rating.

When Caesar requests glass, fill the demand. At this point, you probably just need a point or two of Favor. Give Caesar a small gift, and you win the scenario.





# Condate Riedonum

Climate: Northern Europe

Focus: Economic

Difficulty: Moderate

## Victory Conditions

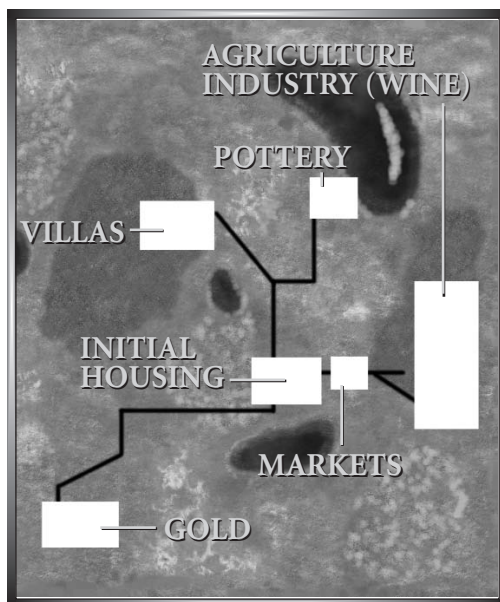
Culture: 45

Favor: 60

Population: 5,000

Prosperity: 60

Security: 25



## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
2	Gallic Raiders	2,000	1	Light Infantry	—	—	—	—
4	Gallic Raiders	2,500	1	Light Infantry	1	Archers	—	—

### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Request	15	Pottery	5	3 Years
2	Order	25	Pottery	-10	2 Years
2	Order	25	Wine	-10	2 Years
3	Request	15	Wine	5	3 Years

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Jewelry	Germania Superior	500	25	+74	+1,850
Meat	Tarraconensis	250	60	+14	+840
Pottery	Latium	700	65	+52	+3,380
Pottery	Sardinia	1,000	30	+52	+1,560
Wine	Narbonensis	250	50	+72	+3,600
Wine	Sardinia	1,000	30	+72	+2,160

### GAME CONCEPTS

### BUILDINGS

### CITY PLANNING

### GAME FLOW

### ADVANCED STRATEGIES

### KINGDOM CAMPAIGN

### REPUBLIC CAMPAIGN

Syracusae

Mediolanum

Narbo

Thessalonica

Caralis

Burdigala

Corinth

Tarraco

Narona

Emerita Augusta

**Condate Riedonum**

Hippo Regius

Carthago

Londinium

### EMPIRE CAMPAIGN

### SANDBOX MISSIONS & ONLINE PLAY



# CAESAR IV

## Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Furniture	Narbonensis	250	50	-84	-4,200
Furs	Germania Superior	500	30	-150	-4,500
Glass	Tarraconensis	250	75	-60	-4,500
Honey	Germania Superior	500	20	-150	-3,000
Incense	Sardinia	1,000	25	-150	-3,000
Perfume	Sardinia	1,000	25	-150	-3,000
Perfume	Tarraconensis	250	15	-150	-2,250
Silk	Latium	700	30	-150	-4,500

## Walkthrough

Start by building a standard starter neighborhood at the spot indicated on the map. As usual, ten insulae and three domi will do.

Place your agriculture east of the city, with the market area between the city and agriculture. We recommend placing one each of grain, vegetable, and cattle farms.



To the north, place two clay-digging camps and four pottery factories. Also open trade with Latium and Sardinia, place the depots here, and open exports of pottery.



Finally, add a small gold-mining operation in the south, next to the existing mine: place a gold-mining camp and two jewelry factories here. Also place the trade depot with Germania Superior here, and start exporting jewelry.

Start up the game.

When your insulae grow and you have some workers, immediately start a wine industry. Place two grape farms and two or three wine factories near the rest of your agriculture.

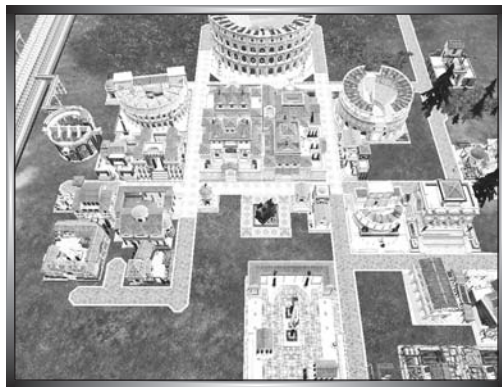
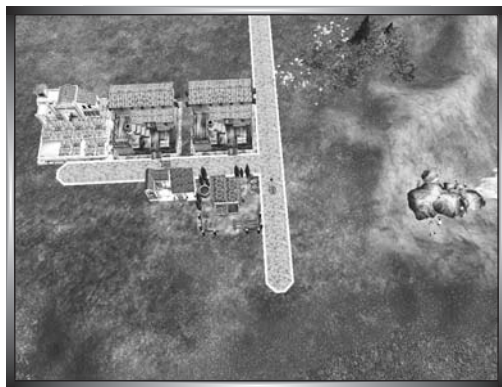
Starting in Year 2 and going forward to Year 4, Caesar starts making both requests and demands for pottery and wine. Meet the requests and demands as best you can, stockpiling goods to meet demands and selling them when you aren't stockpiling.

After meeting the initial demand and request for wine, add another grape farm and wine factory (or two) if you have enough free labor. Open trade with Narbonensis to sell extra wine.

Raiders are likely to threaten in Year 4. Buy them off; it doesn't pay to build a military for this mission.

When you've got a comfortable amount in the bank (a few thousand denarii), wall in your starter neighborhood. Then build a small neighborhood with four villas, plus an odeum, theater, two shrines, forum, school, and library. Add another domus or two to your starter neighborhood if necessary (or tack it onto the villa neighborhood) to provide manpower for these new buildings.

When properly evolved, the villas will provide the Prosperity and Culture to win the mission. If you still lack Favor, wait for more requests—or simply amass some gold and gift your way to victory.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

Syracusae  
Mediolanum  
Narbo  
Thessalonica  
Caralis  
Burdigala  
Corinth  
Tarraco  
Narona  
Emerita Augusta  
**Condate Riedonum**  
Hippo Regius  
Carthago  
Londinium

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY





# CAESAR™ IV

## Hippo Regius

Climate: North Africa

Focus: Military

Difficulty: Moderately Hard

## Victory Conditions

Culture: 25

Favor: 70

Population: 1,500

Prosperity: 25

Security: 40

## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
2	Local Uprising	(Cannot Bribe)	2	Cavalry	1	Archers	—	—
10	Carthaginian Invasion	13,000	6	Heavy Infantry	3	Archers	4	Siege

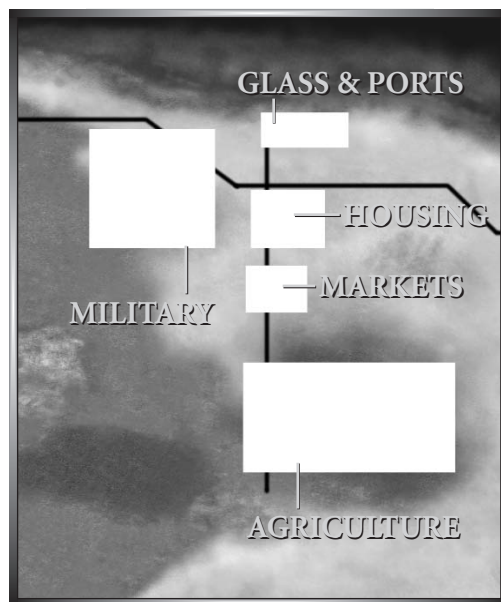
### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Request	—	Military	10	—
2	Request	—	Military	5	2 Years
4	Request	—	Military	10	—
6	Order	—	Military	-15	—
8	Order	—	Military	-15	—

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Armor	Tarraconensis	500	30	+100	+3,000
Glass	Latium	500	75	+50	+3,750
Glass	Sardinia	700	25	+50	+1,250
Olive Oil	Aegyptus	1,800	65	+54	+3,510
Olive Oil	Sardinia	700	25	+54	+1,350
Weapons	Achaea	1,500	30	+106	+3,180



## Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Iron	Tarraconensis	500	50	-30	-1,500
Ivory	Sardinia	700	25	-150	-3,750
Jewelry	Sardinia	700	30	-89	-2,670
Marble	Achaea	1,500	40	-60	-2,400
Papyrus	Aegyptus	1,800	30	-150	-4,500
Salt	Latium	500	30	-130	-3,900
Silphium	Cyrenaica	1,500	15	-100	-1,500
Spices	Sardinia	700	25	-150	-3,750
Timber	Tarraconensis	500	75	-32	-2,400
Vegetables	Achaea	1,500	40	-16	-640
Vegetables	Latium	500	25	-16	-400

## Walkthrough

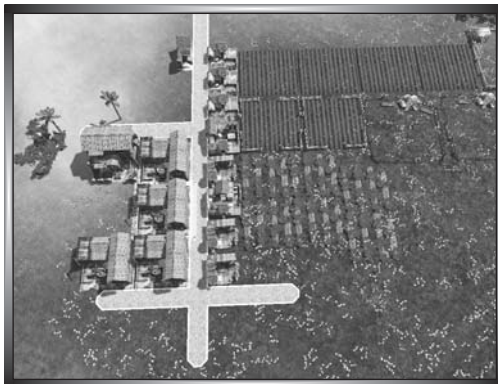
Open trade with Latium and Sardinia immediately. Place a starter neighborhood with 12 insulae and 3 domi near the map's top center, at the spot we placed ours.

To the north, along the coast, build three or four sand-gathering camps and four glass factories. Also place the ports with Latium and Sardinia here. You'll need to clear some rocks from the shoreline in order to place the ports.

Place a market district south of the starter neighborhood.

South of the market district, in the arable land, place one food farm of each type. Also add a sheep farm and three or four olive farms, and build a small road grid down here. Place one or two clothing factories and four olive oil factories.

Start up the game, and open exports of olive oil and glass. Sell as much of both as possible.



## GAME CONCEPTS

### BUILDINGS

### CITY PLANNING

### GAME FLOW

### ADVANCED STRATEGIES

### KINGDOM CAMPAIGN

### REPUBLIC CAMPAIGN

Syracusae  
Mediolanum  
Narbo  
Thessalonica  
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Emerita Augusta  
Condate Riedonum  
**Hippo Regius**  
Carthago  
Londinium

## EMPIRE CAMPAIGN

### SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

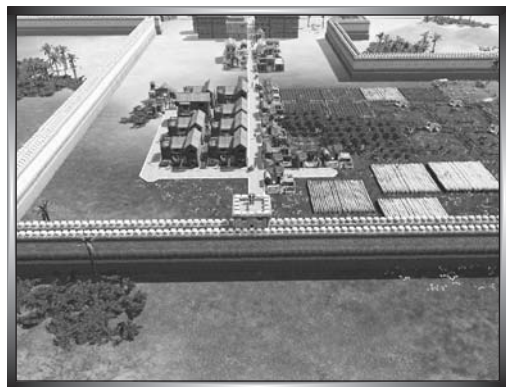
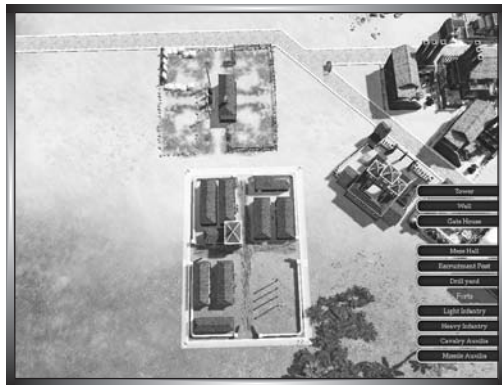
When you have at least 2,500 denarii and your insulae have grown somewhat, add a trade port to Tarraconensis. Open limited imports of iron and wood, and build two armor factories and two weapon factories nearby.

Around this time, Caesar makes the first of many requests and demands for troops. (First requests, then demands.) Start to build forts at this time, but don't send troops unless their odds of victory are good.

At this point, your tasks are as follows: first, make sure your existing exports of glass and olive oil are flooded. Build any extra structures necessary to make this happen if it isn't already.

Second, open trade with Aegyptus when you have several thousand denarii in the bank, and open export of olive oil to it. Maximize olive oil production to flood this market too. At this point, you have enough income from glass and olive oil that denarii should no longer be a major concern.

Third, add a few food farms, and whenever you have weapons and armor to spare, keep building forts. Your goal is to have enough forts to actually send a *winning* force when Caesar demands troops, since this is the main way of gaining Favor in this mission. Concentrate on cavalry forts.



BUILD DRILL YARDS, AND TRAIN YOUR COHORTS AS SOON AS THEY REACH MAXIMUM SIZE (20 TROOPS PER COHORT). TRAINED TROOPS STAND A MUCH BETTER CHANCE OF SURVIVING FOREIGN CAMPAIGNS AS WELL AS DOMESTIC BATTLES. (IN FUTURE MISSIONS, WE'LL

ASSUME THAT YOU ALWAYS BUILD AND USE A DRILL YARD WHENEVER YOUR STRATEGY CALLS FOR FORTS.)

ALSO, REALIZE THAT FIGHTING OFF EARLY INVASIONS PROVIDES USEFUL BATTLE EXPERIENCE FOR YOUR TROOPS—SO IF YOU HAVE



THE MANPOWER TO FIGHT OFF AN EARLY INVASION, CONSIDER DOING SO INSTEAD OF BRIBING. THIS WILL INCREASE YOUR TROOPS' PERFORMANCE IN LATER BATTLES.

You can import only 50 iron per year, so shoot for adding one or two forts per year. When local uprisings occur, fight them. And when Caesar requests troops, send everything you've got—unless they don't have a good chance of survival. In that case, wait and build more forts.

At some point you'll have so much money that you can easily encircle the entire city—industry and all—with walls. Do so, and then add a library and odeum to the residential area to raise Culture.

By now, Favor should be your only limiting factor. The question is, how patient are you? If you are very patient, keep filling Caesar's requests for troops, adding more forts as necessary to succeed in those requests. Otherwise, just give a lot of gifts to crank up your Favor and end the scenario.

## Carthago

Climate: North Africa

Focus: Economic

Difficulty: Hard

## Victory Conditions

Culture: 40

Favor: 60

Population: 5,000

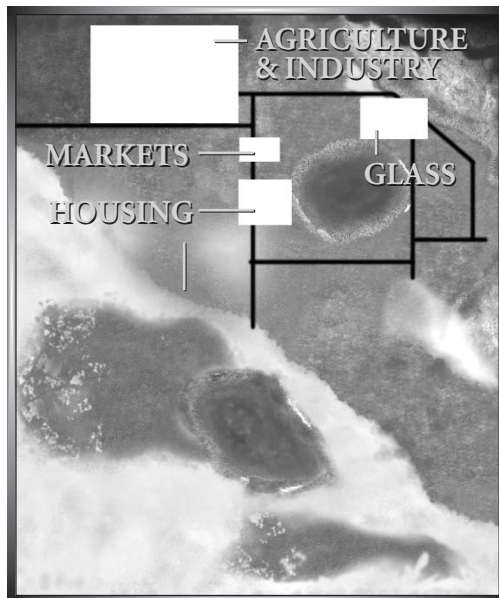
Prosperity: 60

Security: 40

## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
3	Local Bandits	3,250	2	Light Infantry	1	Archers	—	—
5	Desert Raiders	2,000	1	Cavalry	—	—	—	—



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

Syracusae

Mediolanum

Narbo

Thessalonica

Caralis

Burdigala

Corinth

Tarraco

Narona

Emerita Augusta

Condate Riedonum

Hippo Regius

**Carthago**

Londinium

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

## Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
2	Order	60	Grain	-10	1 Year
2	Order	50	Olives	-10	3 Years
3	Order	50	Vegetables	-10	3 Years
4	Order	50	Wool	-10	3 Years

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Clothing	Narbonensis	500	50	+56	+2,800
Clothing	Numidia	1,200	45	+56	+2,520
Glass	Latium	500	50	+50	+2,500
Glass	Sardinia	700	30	+50	+1,500
Olive Oil	Cyrenaica	1,500	65	+54	+3,510
Olive Oil	Latium	500	75	+54	+4,050
Weapons	Tarraconensis	1,500	40	+106	+4,240

### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Incense	Sardinia	700	20	-150	-3,000
Iron	Tarraconensis	1,500	60	-30	-1,800
Marble	Numidia	1,200	60	-60	-3,600
Meat	Numidia	1,200	50	-17	-850
Perfume	Latium	500	30	-150	-4,500
Perfume	Sardinia	700	20	-150	-3,000
Salt	Latium	500	10	-130	-1,300
Silk	Sardinia	700	15	-150	-2,250
Silphium	Cyrenaica	1,500	25	-100	-2,500
Timber	Narbonensis	500	75	-32	-2,400
Utensils	Tarraconensis	1,500	20	-82	-1,640
Wine	Narbonensis	500	40	-86	-3,440

## Walkthrough



### NOTE

THIS MISSION IS UNIQUE IN THAT CAESAR MAKES NO REQUESTS—JUST DEMANDS. IN OTHER WORDS, THE ONLY WAY TO ACTUALLY RAISE YOUR FAVOR IS BY SENDING GIFTS. WE'LL SAVE THE GIFT-GIVING FOR THE END OF THE SCENARIO.

Build a starter neighborhood with 12 insulae and 3 domi in the northwest-central part of the map, just west of a small lake. (You'll have to delete a few preexisting ruined buildings that get in your way.)

Place your markets north of the neighborhood, and your agriculture north of that. On the agricultural plot, place three grain and three vegetable farms. Also place three olive farms and two sheep farms.

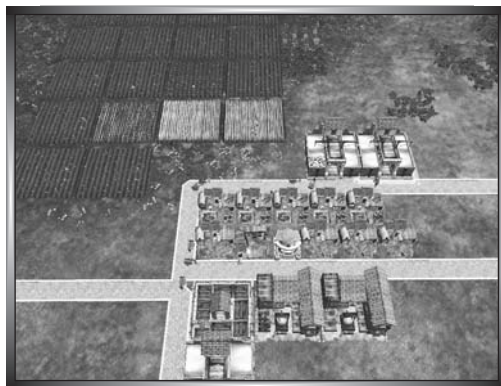
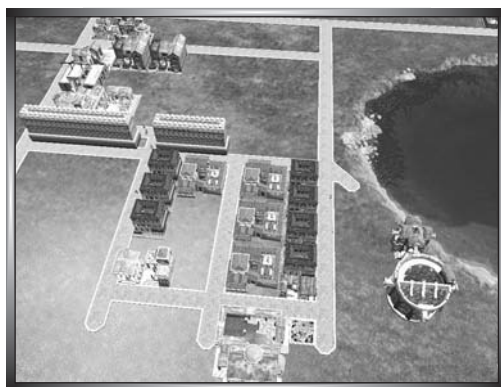
Nearby, add two olive oil factories and two clothing factories. Open trade with Narbonensis and Latium, and start to export olive oil and clothing immediately.

Also build a lot of storage buildings right up front. We recommend two granaries, one warehouse devoted to olives, and another devoted to wool.

Start up the game. When you have excess plebs, add two more grain farms. Also, start up a glass industry in the northeast. Place two sand-gathering camps and four glass factories, and start selling glass to Latium.

Around Year 3, Caesar starts demanding goods: grain, olives, and vegetables. Later he demands wool. If you built enough farms, you can meet these demands; consider adding another pair of granaries when the food demands start rolling in, just to help stockpile grain and vegetables. Also add another warehouse just for olives when the olive demand comes through.

As your city grows, add two more vegetable farms.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

Syracusae  
Mediolanum  
Narbo  
Thessalonica  
Caralis  
Burdigala  
Corinth  
Tarraco  
Narona  
Emerita Augusta  
Condate Riedonum  
Hippo Regius  
**Carthago**  
Londinium

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY





# CAESAR™ IV

Start to import iron and timber, and build two weapon factories. Sell the produced weapons to Tarrakonensis.

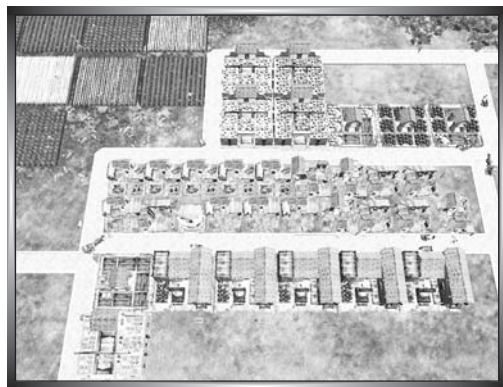
Once you've flooded your exports of olive oil, glass, and clothing, consider opening new trade routes. Each of these commodities is bought by two different cities. Eventually you should have open trade routes with all cities that accept your exports.

Raiders will attack in Year 6; stockpile denarii to bribe them.

Once your economy is humming along and you have several thousand denarii in the bank, wall in your starter neighborhood and then build a villa neighborhood. We recommend building six villas, and then placing all the various service buildings necessary to grow the villas as much as possible. This will help you hit your Culture and Prosperity targets.

Build extra insulae to meet your Population requirement. Make useless farm jobs, if necessary, to employ all the newcomers.

When Favor is the only victory condition you must meet, it's time to give gifts to Caesar. Start by giving one of each type; then repeat as necessary until you've hit your Favor target. At that point you win.



## Londinium

Climate: Northern European

Focus: Military

Difficulty: Moderately Hard

## Victory Conditions

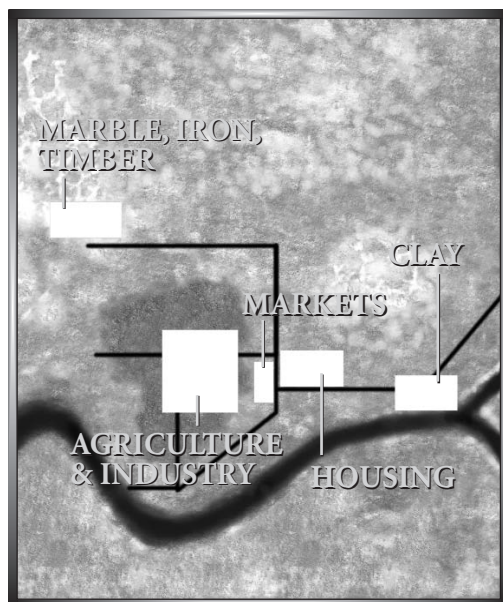
Culture: 25

Favor: 45

Population: 2,000

Prosperity: 30

Security: 50



## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
4	British Invasion	9,250	5	Heavy Infantry	3	Archers	2	Siege
8	British Invasion	9,250	5	Heavy Infantry	3	Archers	2	Siege

### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Order	—	Military	-10	—
2	Order	60	Timber	-10	1 Year
3	Request	50	Marble	10	2 Years
3	Request	—	Military	15	—
6	Order	—	Military	-10	—
9	Request	—	Military	20	—
11	Order	—	Military	-15	—

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Weapons	Lusitania	1,500	20	+106	+2,120
Armor	Lusitania	1,500	20	+100	+2,000
Marble	Lugdunensis	500	10	+50	+500
Marble	Aquitania	700	20	+50	+1,000
Clothing	Belgica	700	40	+56	+2,240

### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Ivory	Lusitania	1,500	10	-150	-1,500
Olive Oil	Lusitania	1,500	25	-65	-1,625
Perfume	Lugdunensis	500	20	-150	-3,000
Honey	Lugdunensis	500	20	-150	-3,000
Furs	Belgica	700	15	-150	-2,250
Amber	Belgica	700	15	-130	-1,950
Cosmetics	Aquitania	700	15	-150	-2,250
Grapes	Aquitania	700	30	-24	-720

GAME  
CONCEPTS

BUILDINGS

CITY  
PLANNING

GAME  
FLOW

ADVANCED  
STRATEGIES

KINGDOM  
CAMPAIGN

REPUBLIC  
CAMPAIGN

Syracusae

Mediolanum

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MISSIONS &  
ONLINE PLAY



# CAESAR™ IV

## Walkthrough

Start by opening trade with Aquitania, Lugdunensis, and Belgica.

On the City screen, build a starter neighborhood near the crossroads located roughly at the map's center. Place 12 insulae and 3 domi.

Place the markets to the west, and to the west of that, build your agriculture. Place two grain farms, one vegetable farm, one cattle farm, and three sheep farms. Also place six clothing factories here.

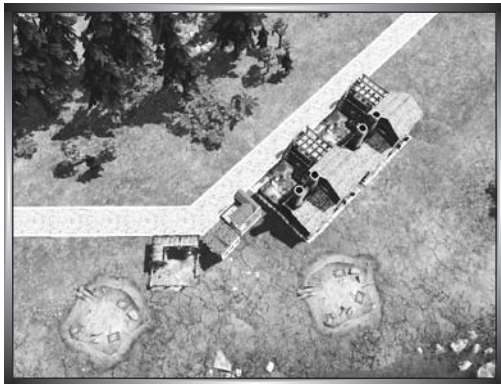
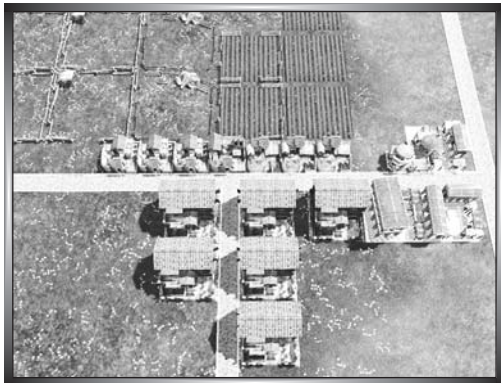
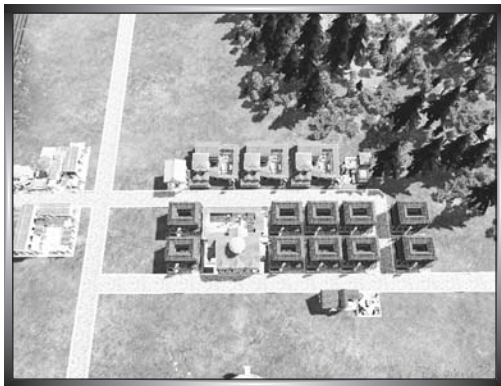
To the east, near a clay pit, place one clay-digging camp and two pottery factories.

To the north, place two marble quarry camps and two timber-cutting camps near the appropriate resources. Add two warehouses that handle marble and timber.

Place the three trade ports south of your agriculture, along the shore. Open exports of clothing immediately, but hold on to your marble for now so you can meet a Caesar demand.

When you have some excess plebs, add two iron-mining camps near your marble quarry camps. Also place two weapon factories, two armor factories, and a utensil factory up here. Finally, place a furniture factory.

Around this time, Caesar requests troops and demands timber. Ignore the request for now, but do place a light infantry fort and associated buildings.





You'll use this to placate Caesar when his troop requests turn to demands.

By now you'll have a timber demand. You've been stockpiling timber, so this is easy to fill.

At this point, here are your priorities:

■ First, ensure a good flow of all exports. Build specialized warehouses near your ports to get weapons and armor down there, if necessary.

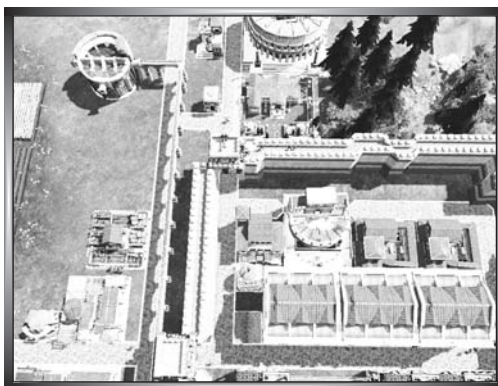
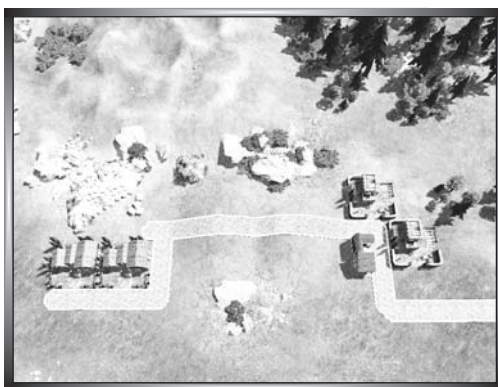
■ Fulfill all Caesar demands and requests. Just send your single, wimpy cohort for military demands; this prevents you from losing Favor. You'll gain Favor by fulfilling marble demands.

■ Wall in your starter neighborhood, leaving excess room for more service buildings. When you have denarii, add a school, another shrine, an odeum, a theater, and an actor guild. Add any extra domi necessary for this.

■ Add two villas somewhere near your starter neighborhood. Make sure they have the facilities to grow to large villa size.

Around this time, a big British army threatens. Your goal is to win the scenario *before* they arrive. When you've provided the services we mentioned, you have enough Culture to win—and when all your housing has grown to maximum size (except the villas, which are now large villas), you also have the Prosperity. Now your limiting factor is Favor.

If you filled a couple of marble requests and never failed to send troops when Caesar demanded them, your Favor is close to where it needs to be. Simply give gifts until you hit the threshold, and you win the scenario.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

Syracusae  
Mediolanum  
Narbo  
Thessalonica  
Caralis  
Burdigala  
Corinth  
Tarraco  
Narona  
Emerita Augusta  
Condate Riedonum  
Hippo Regius  
Carthago  
**Londinium**

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY



# EMPIRE CAMPAIGN

By now you know the drill. You've beaten the Republic campaign (and if you haven't, go back and do that now!) and you've set your sights on bigger, better things.

This chapter assumes that you've figured out the basics; we walk you through each mission at a brisk pace, focusing on the things that make it unique or particularly challenging.

As always, feel free to devise your own strategies. Our strategies tend to lean toward the purely economic (in other words, we bribe barbarians more often than we fight). This is simply because fighting is extra tough on Hard difficulty, whereas bribery costs the same regardless of the difficulty level. This makes bribery a particularly appealing route when you're playing on Hard. However, you can also succeed with a more militaristic strategy—even on Hard difficulty.



AS WE MENTIONED AT THE START OF THE REPUBLIC CAMPAIGN, CARRYOVER SALARY IS THE ULTIMATE EQUALIZER. IF YOU'RE HAVING TROUBLE WITH A PARTICULAR MISSION, CONSIDER GOING BACK TO THE

PREVIOUS MISSION, MOSTLY BEATING IT, AND THEN STRETCHING OUT THE GAMEPLAY FOR A LONG TIME AS YOU COLLECT YOUR GOVERNOR'S SALARY. EACH EXTRA MONTH YOU PLAY, THE MORE SALARY YOU COLLECT—AND THE MORE YOU CAN CARRY FORWARD TO THE NEXT MISSION.

# Viminacium

Climate: Asia

Focus: Economic

Difficulty: Moderate

## Victory Conditions

Culture: 30

Favor: 55

Population: 3,000

Prosperity: 50

Security: 30

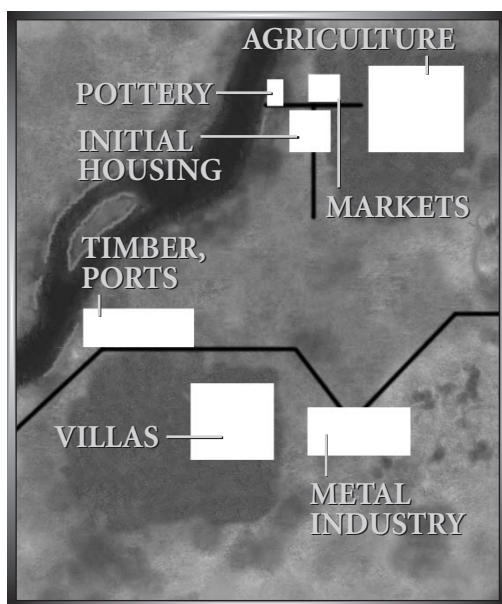
## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
2	German Raiders	3,000	1	Heavy Infantry	1	Cavalry	—	—
3	German Raiders	3,800	1	Heavy Infantry	1	Cavalry	—	—

### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Order	50	Gold	-10	3 Years
1	Order	500	Denarii	-5	1 Year
1	Request	30	Jewelry	5	3 Years
2	Order	50	Timber	-10	3 Years
2	Request	30	Utensils	5	3 Years
2	Request	50	Pottery	10	2 Years
3	Order	50	Iron	-10	3 Years
3	Request	50	Pottery	10	2 Years
3	Request	30	Furniture	5	3 Years



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

### Viminacium

Argos

Alexandria

Virunum

Lugdunum

Ulpia Traiana

Caesarea

Antiochia

Ephesus

Moguntiacum

Tingis

Tarsus

Nicomedia

Colonia Agrippina

## SANDBOX MISSIONS & ONLINE PLAY





## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Amber	Achaea	500	20	+130	+2,600
Furniture	Cyrenaica	1,800	50	+70	+3,500
Furs	Macedonia	250	15	+180	+2,700
Jewelry	Asia	800	50	+74	+3,700
Pottery	Dacia	700	95	+52	+4,940
Spice	Latium	500	10	+180	+1,800
Utensils	Asia	800	50	+68	+3,400

### Imports

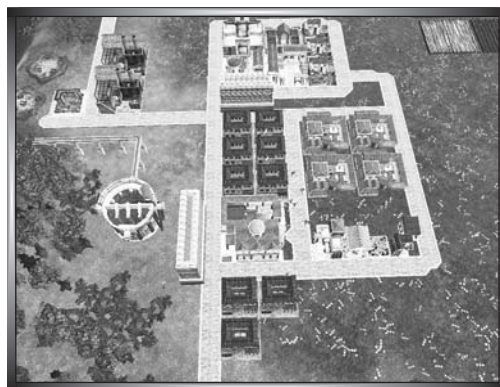
Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Amber	Dacia	700	30	-130	-3,900
Armor	Macedonia	250	20	-120	-2,400
Clothing	Macedonia	250	40	-67	-2,680
Furs	Dacia	700	15	-150	-2,250
Marble	Achaea	500	40	-60	-2,400
Olive oil	Latium	500	25	-65	-1,625
Salt	Latium	500	15	-130	-1,950
Silk	Asia	800	20	-150	-3,000
Silphium	Cyrenaica	1,800	15	-100	-1,500
Spice	Asia	800	20	-150	-3,000
Weapons	Macedonia	250	20	-127	-2,540

## Walkthrough

Start by building a starter neighborhood in the map's north-central part, close to the river. The usual ten insulae and three to four domi will work.

Place the market district just to the north; be sure to leave room for walling in the neighborhood later.

Place agriculture to the northeast; two grain farms and one vegetable farm will do.



A small pottery industry (one clay-digging camp, two pottery factories) can go on the riverbank near the starter neighborhood.

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Due south, near the V of the preexisting road, place a gold-mining camp and a gold-only warehouse. You don't need to connect that road with your neighborhood yet.

Start the game in motion and let the pottery influx provide more plebs. When that happens, start to add more buildings, as follows.

Add another clay-digging camp and two pottery factories to your existing pottery area. Also open trade with Dacia and place the depot near your clay production. Open exports of pottery to Dacia.

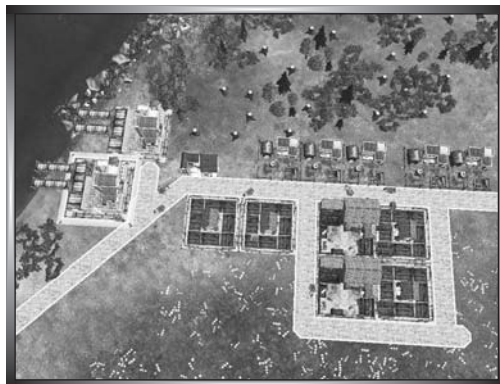
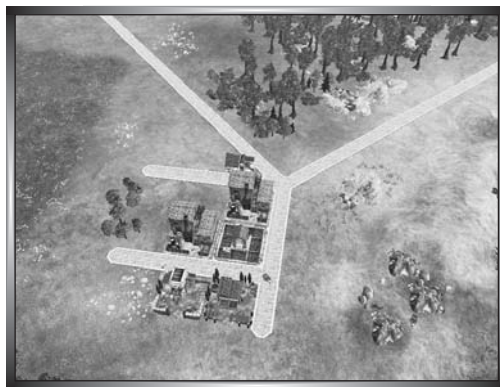
Add an olive farm and two olive oil factories to your agricultural area. This extra basic good helps grow your pleb base.

Add two more gold mines near the first one. Also add two iron mines here, along with a utensil factory.

West of the gold and iron mines, along the river, place a port to Asia (open trade first), and start exporting utensils.

Barbarians may threaten in the second or third year. Keep at least 1,000 denarii in the bank at all times, and save extra to bribe them whenever the Threat message appears.

When you have the denarii and labor, add five timber-cutting camps near your Asia port. Also add four gold-mining camps and four iron-mining camps to your gold and iron area, along with specialized warehouses that hold timber, gold, and iron. These warehouses will help you meet Caesar's early demands for gold and timber, and his requests for



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

### Viminacium

Argos  
Alexandria  
Virunum  
Lugdunum  
Ulpia Traiana  
Caesarea  
Antiochia  
Ephesus  
Moguntiacum  
Tingis  
Tarsus  
Nicomedia  
Colonia Agrippina

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

jewelry and utensils. (Add insulae as needed to power these new industries.)

After Caesar demands gold (and you meet that demand), add two jewelry factories to the gold-mining area and start selling jewelry to Asia. Also add four furniture factories to your timber-cutting area, place a port to Cyrenaica here, and start exporting furniture.

Link up your gold-mining area to your neighborhood with roads, somewhere around this time.

Continue to ramp up your existing industries to meet Caesar demands and make trade profits. Later, Caesar requests include things such as spices, which you must import; ignore these requests until you've amassed lots of denarii.

When you have the cash, wall in your starter neighborhood, and then create a villa neighborhood with six villas. We placed ours near the Asia trade port, on arable land. Add all the usual services to make the villas grow, thus hitting your Prosperity and Culture targets.

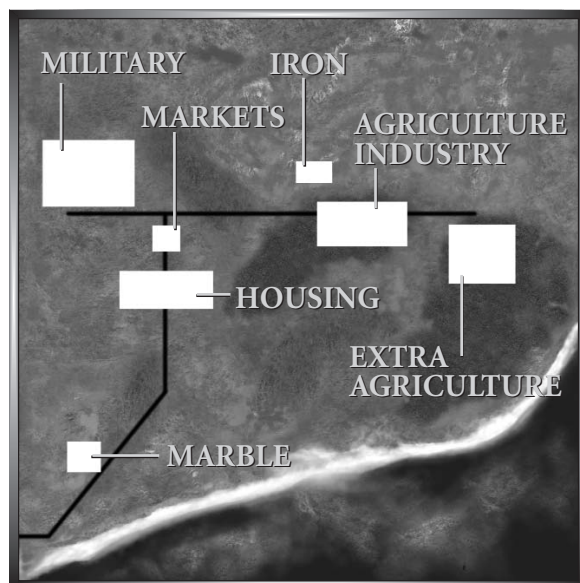
Import amber and spices to meet Caesar's last few requests, and amass enough Favor to win the mission.

## Argos

Climate:  
Mediterranean  
Focus: Military  
Difficulty: Moderate

## Victory Conditions

Culture: 30  
Favor: 45  
Population: 1,500  
Prosperity: 30  
Security: 5





## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
1	Invasion from Elis	2,500	1	Cavalry	—	—	—	—
2	Invasion from Delphi	4,000	1	Light Infantry	1	Archers	—	—
5	Invasion from Patra	3,750	1	Heavy Infantry	1	Archers	1	Siege
7	Invasion from Corinth	13,000	3	Heavy Infantry	2	Archers	2	Siege

### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
2	Request	40	Marble	10	3 Years
2	Request	—	Military	10	2 Years
4	Request	—	Military	10	2 Years
6	Request	—	Military	10	2 Years
7	Request	—	Military	15	2 Years

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Marble	Sardinia	500	30	+50	+1,500
Marble	Latium	700	40	+50	+2,000
Marble	Macedonia	250	20	+50	+1,000
Olives	Macedonia	250	50	+22	+1,100
Clothing	Moesia	1,000	65	+56	+3,640
Furniture	Moesia	1,000	40	+70	+2,800
Marble	Cyrenaica	700	15	+50	+750

### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Timber	Narbonensis	250	100	-32	-3,200
Ivory	Sardinia	500	30	-150	-4,500
Incense	Sardinia	500	30	-150	-4,500
Grapes	Latium	700	30	-24	-720
Salt	Latium	700	30	-130	-3,900
Iron	Macedonia	250	100	-30	-3,000
Amber	Moesia	1,000	10	-130	-1,300
Furs	Moesia	1,000	15	-150	-2,250
Silphium	Cyrenaica	700	15	-100	-1,500

GAME  
CONCEPTS

BUILDINGS

CITY  
PLANNING

GAME  
FLOW

ADVANCED  
STRATEGIES

KINGDOM  
CAMPAIGN

REPUBLIC  
CAMPAIGN

EMPIRE  
CAMPAIGN

Viminacium

**Argos**

Alexandria

Virunum

Lugdunum

Ulpia Traiana

Caesarea

Antiochia

Ephesus

Moguntiacum

Tingis

Tarsus

Nicomedia

Colonia Agrippina

SANDBOX  
MISSIONS &  
ONLINE PLAY



# CAESAR™ IV

## Walkthrough



THIS IS ANOTHER MISSION WHERE YOUR ONLY FAVOR COMES FROM LENDING CAESAR MILITARY SUPPORT. FOR THAT REASON IT'S IMPERATIVE TO BUILD A MILITARY.

Place your starter neighborhood with 12 insulae and 3 domi in the map's west central part. Put the markets to the north and the agriculture to the northeast.

Build at least one of each food farm on the arable patch. Also build two olive farms, two olive oil factories, three sheep farms, and four clothing factories. Place the trade depot with Moesia nearby, and open exports of clothing. If you run out of arable land, sprawl into the other arable patch located just to the east.

To the northwest, place a timber-cutting camp and two furniture factories.

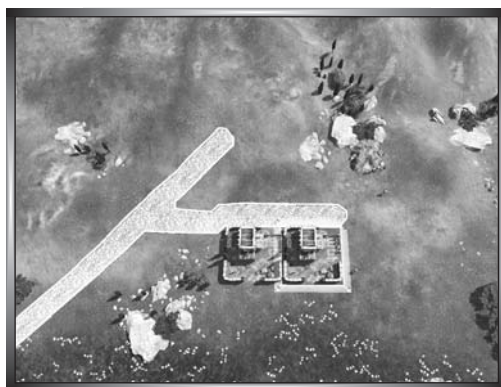
To the southwest, near the marble quarries, add two marble-quarry camps. Also open trade with Latium and Macedonia, and start exporting olives and marble.

Start up the game and wait for the olive oil and clothing to make your insulae grow.

As your workforce grows, add a clay-digging camp and a pottery factory near a clay pit to the south. Also, add a third marble-quarry camp and open trade to the remaining cities that accept marble. To staff these buildings, add a couple more insulae to your housing area if necessary.



Next, when you have free labor, build two iron-mining camps near the mine north of your agricultural patch. Then build two armor factories and two weapon factories, and start stockpiling armor and weapons. There's no room to place these factories near the mining camps, so put them elsewhere and use a specialized warehouse that handles iron, armor, and weapons to draw iron toward the factories.



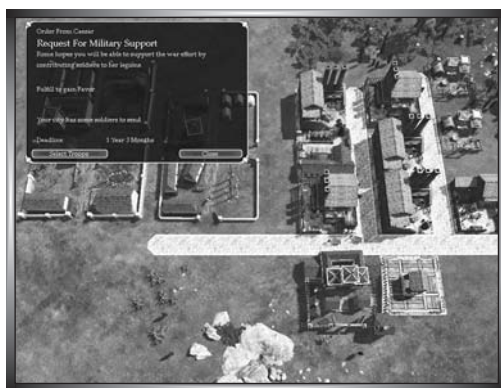
Your cash flow should now be very good, thanks to exports of marble, furniture, clothing, and olives. Work to ensure that all of these exports are maximized.

Buy off the first raiders that threaten you. Then, start to build cavalry forts in the map's northwest corner. Ensure that your armor and weapon factories are working full-time to produce the materials needed for these forts.

We ultimately built three cavalry forts and one missile auxiliary. When you have several forts, you can fight off raiders, though you can also just as easily bribe them. It's your call.

When Caesar starts requesting military support, hold off until you have enough manpower to win the battles.

Wall in your neighborhood, leaving lots of room for expansion to the west. Also, start importing a few grapes, and place a wine factory near the port that imports the grapes. Place a utensils factory near your weapon factories too.



These things will allow your equite population to grow.

At this point, you're nearly home free. Add two villas to your neighborhood, along with an odeum and a theater. Also add a library and hospital, and a couple of domi to provide laborers for these. Grow the villas into large villas. Your Prosperity and Culture ratings should now be met.

Now, it's just a matter of Favor. Either wait for more requests for troops, or bribe Caesar with gifts to complete the scenario.

## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

Viminacium

**Argos**

Alexandria

Virunum

Lugdunum

Ulpia Traiana

Caesarea

Antiochia

Ephesus

Moguntiacum

Tingis

Tarsus

Nicomedia

Colonia Agrippina

## SANDBOX MISSIONS & ONLINE PLAY





# CAESAR™ IV

## Alexandria

Climate: North Africa

Focus: Economic

Difficulty: Moderate

## Victory Conditions

Culture: 60

Favor: 40

Population: 4,500

Prosperity: 35

Security: 25

## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
2	Local Disturbances	5,500	2	Light Infantry	—	Archers	—	—

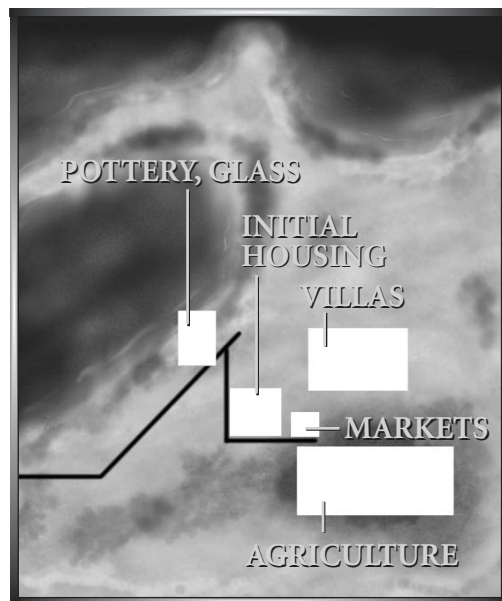
### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Order	60	Grain	-10	1 Year
2	Request	25	Vegetables	5	—
3	Request	35	Vegetables	5	—
5	Request	50	Vegetables	10	—
7	Request	75	Vegetables	15	2 Years

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Clay	Cyrenaica	700	150	+19	+2,850
Glass	Achaea	250	50	+50	+2,500
Grain	Sardinia	4,000	500	+12	+6,000
Sand	Narbonensis	1,500	150	+18	2,700



## Imports

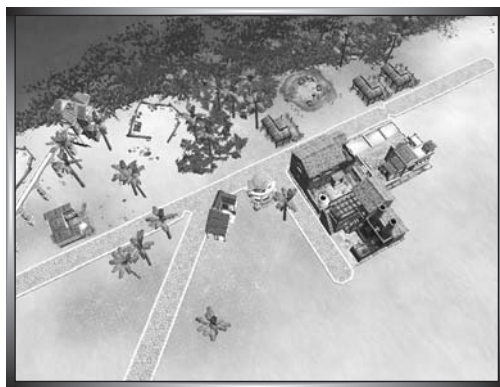
Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Armor	Latium	0	20	-120	-2,400
Furs	Sardinia	4,000	10	-150	-1,500
Grapes	Sardinia	4,000	80	-24	-1,944
Honey	Narbonensis	1,500	25	-150	-3,750
Iron	Narbonensis	1,500	60	-30	-1,800
Ivory	Africa	500	20	-150	-3,000
Marble	Achaea	250	40	-60	-2,000
Olive oil	Africa	500	75	-65	-4,875
Perfume	Achaea	250	15	-150	-2,250
Perfume	Sardinia	4,000	20	-150	-3,000
Silphium	Cyrenaica	700	30	-100	-3,000
Timber	Narbonensis	1,500	60	-32	-1,920
Weapons	Latium	0	20	-127	-2,540

## Walkthrough

Begin with a typical starter neighborhood near the map's middle. Build the market district just east of the neighborhood and your agriculture on the big arable patch just east of that. Be sure to include a granary in your market district.

Your agricultural area should contain three grain farms to start with. Pack your fields as tightly as possible; you'll rely on grain sales for much of your profit on this mission, so you need as many fields as possible.

There are sand and clay pits on the coast west of your starter neighborhood. Place three clay-gathering camps, one sand-gathering camp, and one each of glass and pottery factories along this stretch of coastline. Also place a trade depot to Cyrenaica here, and start exporting clay.



## GAME CONCEPTS

### BUILDINGS

### CITY PLANNING

### GAME FLOW

### ADVANCED STRATEGIES

### KINGDOM CAMPAIGN

### REPUBLIC CAMPAIGN

### EMPIRE CAMPAIGN

Viminacium

Argos

**Alexandria**

Virunum

Lugdunum

Ulpia Traiana

Caesarea

Antiochia

Ephesus

Moguntiacum

Tingis

Tarsus

Nicomedia

Colonia Agrippina

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

When the pottery and glass hit your markets and give you more labor, add two more sand-gathering camps and a trade port to Narbonensis, and begin exporting sand.

Also add three vegetable fields and a second granary in your agricultural area.

Around Year 2, Caesar demands grain; in Year 3 he requests vegetables. Your fields and granaries should prepare you for these orders.

When you have the funds and labor, add two more grain farms and granaries to your city. Also add glass factories and start selling glass to Achaea.

Raiders will threaten around Year 4. Bribe them to alleviate the threat.

As denarii accumulate, keep adding grain farms. Also place four granaries as near as possible to your trade port, and specialize them to handle grain only. This will help maximize your grain exports. Also build up your sand, clay, glass, and pottery industries if you are not yet flooding those export markets.



When you're financially stable, add a neighborhood of four villas north of your agricultural area. Since your Culture requirement is much tougher than your Prosperity requirement, concentrate on packing this neighborhood with as many services as possible. Import Silphium to help grow these villas; it is the cheapest exotic good.



At this point, you likely have met all requirements except Population. Just build lots of insulae and add cattle farms (*no pastures*) to the map. The pastureless farms create useless jobs but alleviate unemployment. Keep at this until you exceed the Population requirement and score the win.



# Virunum

Climate: Mediterranean

Focus: Military

Difficulty: Moderate

## Victory Conditions

Culture: 35

Favor: 40

Population: 2,000

Prosperity: 50

Security: 60

## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
0	Germanic Raiders	2,500	1	Light Infantry	1	Archers	—	—
1	Germanic Raiders	3,250	1	Light Infantry	1	Archers	—	—
3	Germanic Raiders	5,500	1	Heavy Infantry	1	Archers	—	—
4	Germanic Raiders	7,000	1	Heavy Infantry	1	Archers	—	—
5	Germanic Raiders	10,000	2	Heavy Infantry	1	Archers	—	—
6	Germanic Raiders	13,000	2	Heavy Infantry	1	Archers	—	—

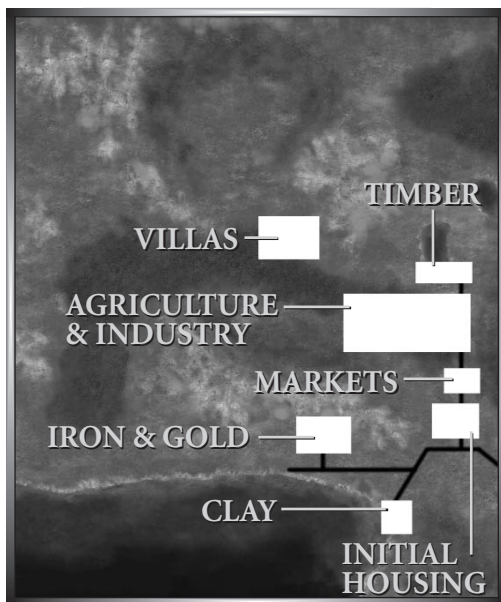
### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Order	30	Meat	-5	3 Years
2	Request	60	Gold	10	3 Years
3	Request	40	Weapons	10	3 Years
5	Request	40	Wine	10	3 Years

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Clay	Latium	500	150	+19	+2,850
Clothing	Sardinia	1,000	65	+56	+3,640
Furniture	Sardinia	1,000	45	+70	+3,150
Weapons	Sicilia	750	30	+106	+3,180



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

Viminacium

Argos

Alexandria

**Virunum**

Lugdunum

Ulpia Traiana

Caesarea

Antiochia

Ephesus

Moguntiacum

Tingis

Tarsus

Nicomedia

Colonia Agrippina

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

## Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Amber	Dacia	1,500	15	-130	-1,950
Grain	Latium	500	100	-14	-1,400
Grain	Sicilia	750	100	-14	-1,400
Jewelry	Sardinia	1,000	40	-89	-3,560
Marble	Achaea	700	40	-60	-2,400
Olive Oil	Sardinia	1,000	60	-65	-3,900
Perfume	Achaea	700	20	-150	-3,000
Silphium	Cyrenaica	1,200	30	-100	-3,000

## Walkthrough

Place a starter housing block in the southeast, as shown on our map. Include 12 or more insulae and 3 domi. Place the markets north of the housing.

Southwest of the housing, near a clay pit, build a big clay industry with four clay-digging camps and two pottery factories. Also open trade with Latium and place the trade depot here.



To the north, in the arable patch, place two vegetable farms, two cattle farms, two sheep farms, and an olive farm. Also place two olive oil factories and four clothing factories nearby.



Just northeast of the agriculture, build two timber-cutting camps and three or four furniture factories. Place your trade depot with Sardinia in this area as well.

When you have extra labor, add another sheep farm and cattle farm on your arable land.

Also, build two gold-mining camps and two iron-mining camps near the mines to the west of your housing. In addition, build two weapon factories, a gold factory, and a warehouse that handles iron and gold. Open trade with Sicilia and start to sell weapons.

Around this time, Caesar demands meat. Stockpile it. By now you should open a trickle of grain imports from Latium. This helps keep your city healthy.

Make sure to maximize your exports of weapons, furniture, clothing, and clay. You'll start to build up denarii at this point. Wall in your city.

Caesar will make requests for gold. Fill those requests; it should be easy, thanks to your mining camps.

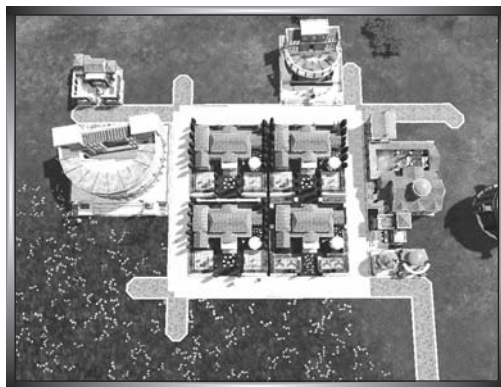
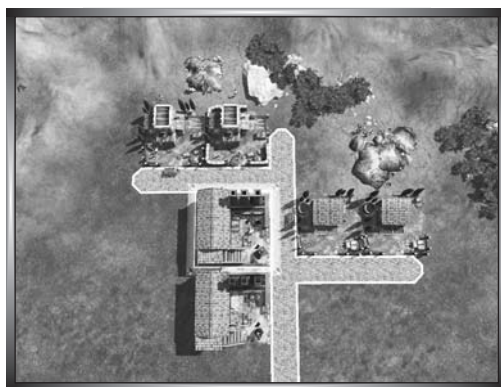
Bribe any invaders that threaten. You don't need to build any military buildings at all.

When you've accumulated several thousand denarii, build a villa neighborhood to the northwest, on unused arable land. Surround the villas with entertainment, a forum, a school, health care buildings, and shrines. Add a market district for the villas. Also open trade with all remaining cities, place their depots nearby, and start to import exotic goods.

Place an odeum in your starter neighborhood as well.

When you grow your villas to medium estate, you'll have met your Prosperity and Culture requirements. And if you've filled two gold requests, you probably have enough Favor. You definitely have the Population to win, and your walls and prefects provide at least 60 Security.

Make any adjustments necessary to hit the last remaining victory requirements, and you win.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

Viminacium

Argos

Alexandria

**Virunum**

Lugdunum

Ulpia Traiana

Caesarea

Antiochia

Ephesus

Moguntiacum

Tingis

Tarsus

Nicomedia

Colonia Agrippina

## SANDBOX MISSIONS & ONLINE PLAY





# CAESAR™ IV

## Lugdunum

Climate: Northern  
Europe

Focus: Economic

Difficulty: Moderate to  
Hard

## Victory Conditions

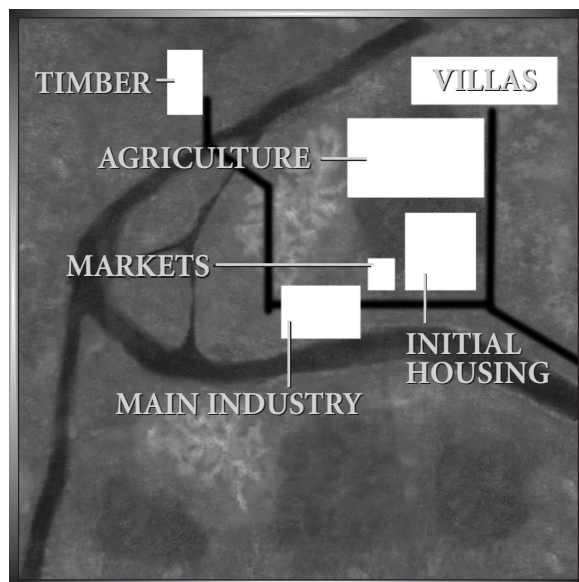
Culture: 70

Favor: 60

Population: 6,000

Prosperity: 35

Security: 30



## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
3	Local bandits	6,500	2	Heavy Infantry	1	Archers	—	—

### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Denarii Order	1500	Denarii	-15	1 Year
2	Request	30	Honey	5	5 Years
2	Request	30	Silphium	5	5 Years
4	Request	50	Weapons	10	5 Years
5	Request	50	Armor	10	5 Years
6	Request	50	Pottery	10	5 Years

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Armor	Achaea	1,500	30	+100	+3,000
Clothing	Dacia	700	65	+56	+3,640
Jewelry	Latium	500	40	+74	+2,960
Jewelry	Narbonensis	700	40	+74	+2,960
Meat	Sardinia	850	80	+14	+1,120
Olive oil	Noricum	850	40	+54	+2,160
Olives	Britannia	700	120	+22	+2,640
Pottery	Tarraconensis	250	50	+52	+2,600
Vegetables	Sardinia	850	80	+13	+1,040
Weapons	Achaea	1,500	30	+106	+3,180
Wool	Aegyptus	700	100	+23	+2,300

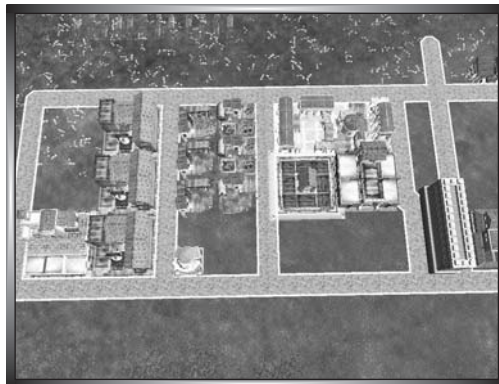
### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Amber	Dacia	700	20	-130	-2,600
Gold	Sardinia	850	12	-35	-420
Honey	Noricum	850	25	-150	-3,750
Incense	Sardinia	850	10	-150	-1,500
Iron	Narbonensis	700	40	-30	-1,200
Iron	Noricum	850	40	-30	-1,200
Iron	Tarraconensis	250	25	-30	-750
Marble	Britannia	700	30	-60	-1,800
Salt	Latium	500	15	-130	-1,950
Silphium	Cyrenaica	1,500	30	-100	-3,000
Spice	Sardinia	850	12	-150	-1,800
Timber	Narbonensis	700	40	-32	-1,280

## Walkthrough

Build your usual starter neighborhood in the map's east central part, with the market district west of it and your agriculture to the northwest.

Place two grain farms, one vegetable farm, one sheep farm, and three olive farms on your



GAME  
CONCEPTS

BUILDINGS

CITY  
PLANNING

GAME  
FLOW

ADVANCED  
STRATEGIES

KINGDOM  
CAMPAIGN

REPUBLIC  
CAMPAIGN

EMPIRE  
CAMPAIGN

Viminacium

Argos

Alexandria

Virunum

**Lugdunum**

Ulpia Traiana

Caesarea

Antiochia

Ephesus

Moguntiacum

Tingis

Tarsus

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SANDBOX  
MISSIONS &  
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# CAESAR™ IV

arable patch. Also place three olive oil factories and two clothing factories nearby. Place the trade buildings for Norcium and Dacia here, and start to export olive oil and clothing.

When your insulae expand, add two more sheep farms and a clothing factory. Open trade with Aegyptus and start selling the wool (in addition to the clothing).

Also add two more olive farms, open trade with Britannia, and open olive exports.

Small raiding bands will pester you early on, and Caesar will demand tribute in the second year. This will keep your cash low, but you should be able to get by. If in a pinch, ignore the Caesar demand in favor of paying off barbarians.

When more denarii build up, add more insulae if you need labor; then add two clay-digging camps to the west, along the river, as well as three pottery factories. Add a trade port to Tarraconensis and start selling the pottery.

Also add some cattle farms to your arable patch in order to support your growing population.

Raiders in Years 4 and 5 will demand high tributes (typically around 7,000 denarii), so start saving for bribes as you get close to that mark.

When some denarii build up, add two timber-cutting camps, three iron mines, one utensil factory, two weapon factories, two armor factories, and one furniture factory. Place them along the river near the map's center, well to the west of your housing. Open trade with Achaea and start selling armor and weapons to them.

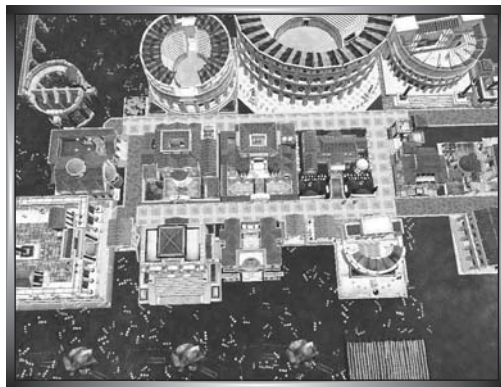
At this point, your infrastructure is completely in place, and you should start making serious profits. Maximize all your exports; fill in any export industries that you haven't yet opened or that are not maximized.





Caesar's requests include some luxury items in Years 3 and 4, and weapons and armor later. Stockpile as needed to fulfill requests.

When you're comfortable with your denarii, build the usual tiny villa neighborhood north of your starter neighborhood. You don't need much Prosperity, but you do need lots of Culture; festoon that neighborhood with all sorts of entertainment, shrines, medical facilities, and so forth. Add a few extra service buildings to your starter neighborhood as well.



When you've taken care of Culture, and you've filled enough requests to get your Favor done, it's just a matter of adding Population. Add lots of insulae, and build many timber-cutting camps to employ the new citizens. When you hit your Population target, you win.

## Ulpia Traiana

Climate:

Mediterranean

Focus: Military

Difficulty: Moderately  
Hard

### Victory Conditions

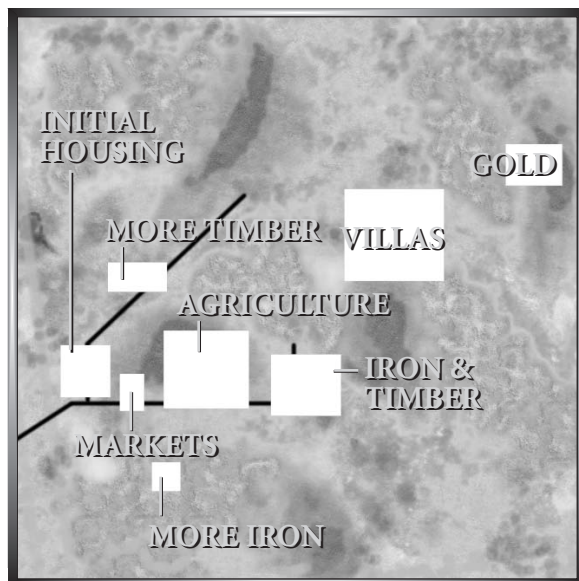
Culture: 50

Favor: 50

Population: 4,000

Prosperity: 30

Security: 70



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

Viminacium

Argos

Alexandria

Virunum

Lugdunum

**Ulpia Traiana**

Caesarea

Antiochia

Ephesus

Moguntiacum

Tingis

Tarsus

Nicomedia

Colonia Agrippina

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
1	Germanic Pillagers	4,000	2	Cavalry	—	—	—	—
2	Germanic Raiders	5,000	2	Heavy Infantry	—	Cavalry	—	—
4	Germanic Raiders	7,000	1	Heavy Infantry	—	Archers	—	—
5	Germanic Raiders	10,000	2	Heavy Infantry	—	Archers	—	—

### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Request	60	Gold	10	3 Years
3	Request	40	Marble	10	3 Years

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Armor	Latium	1,000	40	+100	+4,000
Armor	Lugdunensis	1,050	50	+100	+5,000
Iron	Achaea	750	120	+25	+3,000
Iron	Germania Superior	1,000	120	+25	+3,000
Meat	Latium	1,000	120	+14	+1,680
Timber	Asia	1,000	150	+27	+4,050
Timber	Lugdunensis	1,050	120	+27	+3,240
Weapons	Achaea	750	75	+106	+7,950
Weapons	Latium	1,000	40	+106	+4,240

### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Amber	Germania Superior	1,000	20	-130	-2,600
Clothing	Achaea	750	25	-67	-1,675
Cosmetics	Lugdunensis	1,050	30	-150	-4,500
Furniture	Germania Superior	1,000	30	-84	-2,520
Glass	Asia	1,000	50	-60	-3,000
Honey	Germania Superior	1,000	10	-150	-1,500
Marble	Achaea	750	40	-60	-2,400
Olive Oil	Latium	1,000	70	-65	-4,550
Perfume	Lugdunensis	1,050	30	-150	-4,500
Salt	Latium	1,000	20	-130	-2,600
Silphium	Cyrenaica	700	20	-100	-2,000
Vegetables	Achaea	750	40	-16	-640
Wine	Lugdunensis	1,050	30	-86	-2,580

## Walkthrough

Build a starter housing block at the spot indicated by the map. You'll have to run an aqueduct from the single pond on the map, which is located along the western edge. Build 12 insulae and 3 domi here.

To the east of the starter neighborhood, place markets, and to the east of that, place an agricultural zone with one grain farm, one vegetable farm, one cattle farm, and one sheep farm. Also place two clothing factories here.

Just east of the agricultural area, look for a convenient iron mine. Build a road leading to this mine. Place three iron-mining camps here, along with three timber-cutting camps. Also place trade depots to Achaea and Asia. Open iron and timber exports immediately. Also open glass imports, since you can create only one type of basic goods on your own (clothing), and you need to grow your insulae.

Finally, place a single gold-mining camp and warehouse devoted to gold in the map's northeast part, next to a mine. Don't bother connecting this to your main city yet.

Start the game and wait for your insulae to grow. As soon as your population grows, add two more iron-mining camps and two more timber-cutting camps. Also open trade with Germania Superior and start selling iron to them as well. You're now selling tons of timber and iron.



### GAME CONCEPTS

### BUILDINGS

### CITY PLANNING

### GAME FLOW

### ADVANCED STRATEGIES

### KINGDOM CAMPAIGN

### REPUBLIC CAMPAIGN

### EMPIRE CAMPAIGN

Viminacium

Argos

Alexandria

Virunum

Lugdunum

**Ulpia Traiana**

Caesarea

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Tingis

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Nicomedia

Colonia Agrippina

### SANDBOX MISSIONS & ONLINE PLAY





# CAESAR™ IV

Keep expanding your iron industry as you get more plebs. Add two weapon factories and two armor factories in this area, and open trade with Latium. Start selling weapons and armor as quickly as possible.

Place another sheep farm (for wool, for armor) and another cattle farm on the arable patch.

Add a second gold warehouse when the first one fills. When Caesar requests gold, fill that request.

Continue to grow your iron and timber industries when you have denarii. Open up two new timber-cutting camps apart from your main ones, near a different forest, and place the trade depot with Lugdunensis there. Start selling timber to them.

Keep tweaking your exports to maximize profits. Build up reserves of several thousand denarii, and bribe raiders when they threaten.

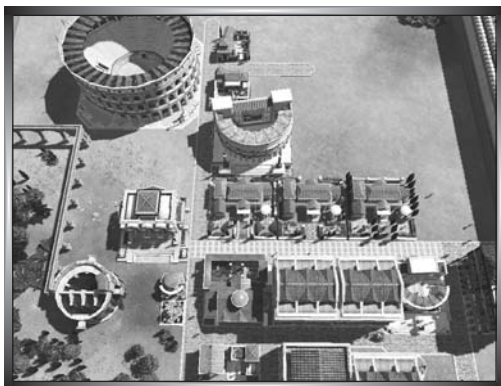
Wall in your starter neighborhood. When you have around six thousand denarii in the bank, start building a second neighborhood at the spot indicated on the map. It needs its own markets. Build extra agriculture on the small arable patch nearby too.

Place jewelry factories near your gold-mining camps and furniture factories near your timber-cutting camps. This helps your domi grow. Also, open imports of olive oil to ensure that your plebs have basic goods.

When Caesar requests marble, devote two warehouse to marble and import it. Then fill the request.

Slowly build the new neighborhood. It should include two villas, at least four or five domi, and at least six or seven insulae. Build lots of education, entertainment, and religious venues here; also add an odeum, a school, and another shrine to your original neighborhood.

Achieve your Population target by slowly building this new neighborhood. Achieve



Culture and Prosperity by walling in the new neighborhood, growing the villas to large, and getting the other housing to its maximum size.

At this point, you probably just need a couple of Favor points to win the scenario. Give a small gift to Caesar to claim the victory.

## Caesarea

Climate: Desert

Focus: Economic

Difficulty: Hard to Very hard

## Victory Conditions

Culture: 75

Favor: 70

Population: 2,000

Prosperity: 60

Security: 35

## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
2	Desert Raiders	2,500	1	Cavalry	—	—	—	—

### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Order	100	Glass	-15	1 Year
2	Order	40	Marble	-10	3 Years
3	Request	40	Incense	10	2 Years
4	Request	30	Amber	5	3 Years
5	Request	50	Silk	10	5 Years



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

Viminacium

Argos

Alexandria

Virunum

Lugdunum

Ulpia Traiana

### Caesarea

Antiochia

Ephesus

Moguntiacum

Tingis

Tarsus

Nicomedia

Colonia Agrippina

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Armor	Africa	1,500	30	+100	+3,000
Furniture	Mesopotamia	700	50	+70	+3,500
Glass	Sardinia	700	90	+50	+4,500
Marble	Aegyptus	500	50	+50	+2,500
Marble	Moesia	1,200	30	+50	+1,500
Weapons	Africa	1,500	30	+106	+3,180

### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Amber	Moesia	1,200	20	-130	-2,600
Clothing	Aegyptus	500	60	-67	4,020
Grain	Aegyptus	500	100	-14	-1,400
Honey	Moesia	1,200	10	-150	-1,500
Incense	Mesopotamia	700	50	-150	-7,500
Iron	Sardinia	700	70	-30	-2,100
Ivory	Africa	1,500	10	-150	-1,500
Jewelry	Africa	1,500	30	-89	-2,670
Meat	Latium	0	60	-17	-1,020
Perfume	Sardinia	700	20	-150	-3,000
Silk	Mesopotamia	700	30	-150	-4,500
Timber	Moesia	1,200	70	-32	-2,240
Utensils	Sardinia	700	25	-82	-2,050
Vegetables	Latium	0	60	-16	-960
Wool	Africa	1,500	50	-27	-1,350

## Walkthrough



THIS IS A VERY SLOW MISSION; YOU'LL NEED TO WAIT A LOT AS YOU BUILD UP ENOUGH DENarii TO ADD THE NEXT STAGE OF BUILDINGS. BE PATIENT.



Build your starter neighborhood in the map's northeast corner, near the only available bit of water. Place the markets southwest of the neighborhood and place agriculture on the arable patch just southwest of that.

Make sure you have between 10 and 12 insulae in the starter neighborhood, for extra labor.

Place two grain and one vegetable farm on the arable patch.

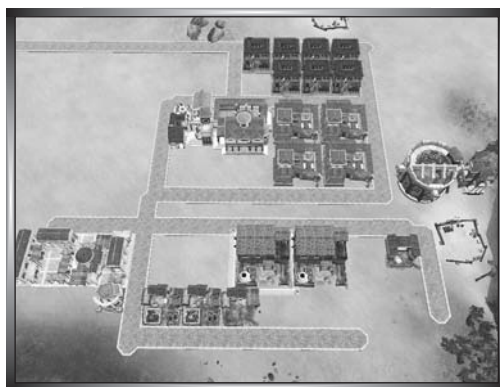
There are sand pits near your housing. Just to the south of the housing, place two sand-gathering camps and four glass factories. Also place a warehouse nearby that handles only glass.

Off by itself, in the map's north central part, place a marble-quarry camp. Also place the trade depot with Aegyptus here and open marble exports.

Don't sell glass yet; stockpile it, as Caesar is likely to make a Year 2 glass demand, followed by a Year 3 marble demand.

As soon as you get some more workers in your insulae, add two more sand-gathering camps and four more glass factories to your glass-production area. Also add two more warehouses to handle glass. This will allow you to handle Caesar's early glass request.

When you've met Caesar's first glass demand, open trade with Sardinia and start selling glass.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

Viminacium

Argos

Alexandria

Virunum

Lugdunum

Ulpia Traiana

**Caesarea**

Antiochia

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Moguntiacum

Tingis

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Nicomedia

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## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

When you have some denarii, add two more marble-quarry camps and two warehouses devoted to marble. Open trade with Moesia, which will also buy your marble.



YOU HAVE ONLY ONE BASIC GOODS TYPE AT THIS POINT, SO YOUR INSULAE AREN'T BIG. ADD EXTRA INSULAE AS NEEDED TO PROVIDE ENOUGH WORKERS FOR YOUR INDUSTRIES.

Also add a timber-cutting camp and two furniture factories near your arable patch's south edge, and open furniture exports to Mesopotamia.

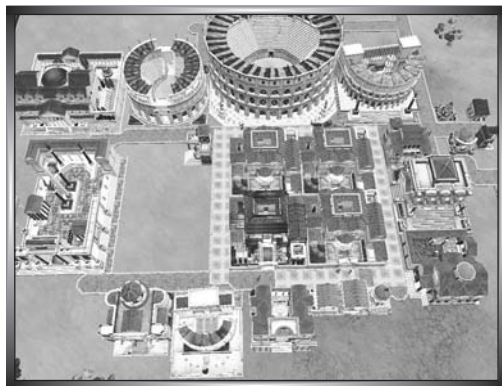
As time goes on, raiders will threaten. Buy them off.

Caesar will start making requests for exotic goods—which is essentially a request for Tribute, as you simply need to open trade with the appropriate place, buy the goods, and pass them on to Caesar. Don't worry about meeting these early on; handle them later, when you have more income.

When you've accumulated more money, start importing iron and wool, and place an armor and weapon factory, along with two more timber-cutting camps. (We put these things south of your starter neighborhood.) Start exporting the armor and weapons to Africa.

When possible, add individual warehouses specialized to handle amber, silk, and incense. Slowly start filling them. These warehouses will be key to filling Caesar's exotic goods requests.

When you've started filling those requests, wall in your starter neighborhood. Then build a new neighborhood with four villas to the west of your original one. Pack it with as many services as possible, in order to hit both your Culture and Prosperity targets. (Also add a few services, such as shrines and an odeum, to your starter neighborhood.)



Continue to maximize your exports, bribe barbarians, and stock exotic goods to please Caesar. Consider giving gifts if you need a few last Favor to win.

# Antiochia

Climate: Mediterranean

Focus: Military

Difficulty: Hard

## Victory Conditions

Culture: 40

Favor: 50

Population: 1,500

Prosperity: 50

Security: 40

## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
1	Desert Raiders	3,000	1	Cavalry	1	Archers	—	—
1	Desert Raiders	3,000	1	Cavalry	—	—	—	—
2	Local Disturbances	4,000	1	Light Infantry	1	Archers	—	—

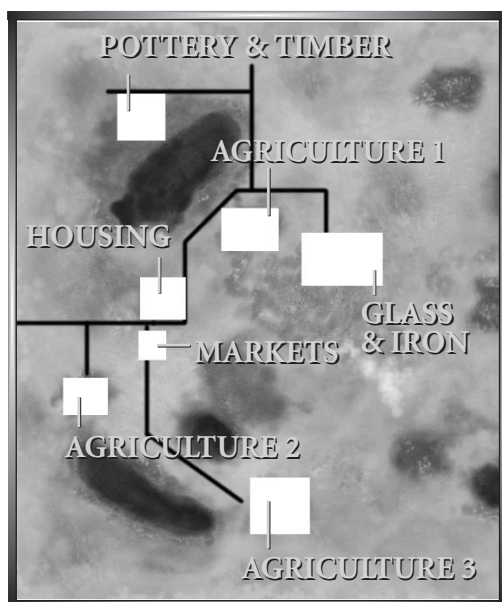
### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Request	10	Silk	10	2 Years
2	Request	25	Incense	10	2 Years
2	Request	50	Glass	10	2 Years

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Clay	Latium	1,000	150	+19	+2,850
Furniture	Latium	1,000	50	+70	+3,500
Glass	Noricum	1,000	40	+50	+2,000
Sand	Achaea	500	240	+18	+4,320
Wool	Aegyptus	500	150	+23	+3,450



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

Viminacium

Argos

Alexandria

Virunum

Lugdunum

Ulpia Traiana

Caesarea

### Antiochia

Ephesus

Moguntiacum

Tingis

Tarsus

Nicomedia

Colonia Agrippina

## SANDBOX MISSIONS & ONLINE PLAY





# CAESAR™ IV

## Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Amber	Noricum	1,000	30	-130	-3,900
Armor	Noricum	1,000	40	-120	-4,800
Grapes	Latium	1,000	70	-24	-1,680
Incense	Mesopotamia	850	20	-150	-3,000
Iron	Latium	1,000	40	-30	-1,200
Jewelry	Aegyptus	500	40	-89	-3,560
Marble	Achaea	500	50	-60	-3,000
Papyrus	Aegyptus	500	30	-150	-4,500
Salt	Latium	1,000	30	-130	-3,900
Silk	Mesopotamia	850	20	-150	-3,000
Spices	Mesopotamia	850	20	-150	-3,000
Weapons	Noricum	1,000	40	-127	-5,080

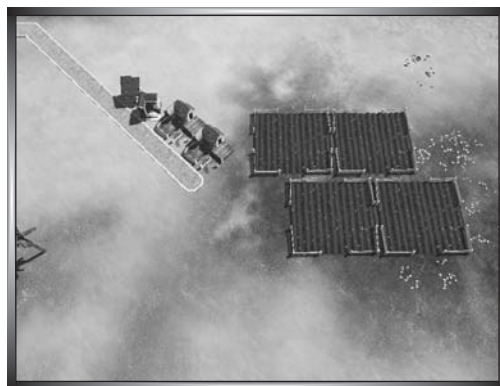
## Walkthrough

This mission is challenging because the resources are fragmented. Instead of a couple of large agricultural and industrial zones, you need to build many small ones.

Build a starter neighborhood with at least 12 insulae and 3 domi at the spot indicated on the map. Place the markets either to the north or south of the housing.



Place agriculture on the three arable patches indicated on the map. Put down two grain farms on one of the lower ones, two vegetable farms on the other, and one sheep farm and one cattle farm on the larger, northern patch. Place two clothing factories near the sheep farm.



East of that northern arable patch, build six sand-gathering camps and four glass factories. Also put trade depots to Noricum and Achaëa here, and start selling sand and glass. Make sure a road connects this area to your neighborhood.

To the north, at the spot indicated on the map, place the trade depot with Latium. Then put four clay-digging camps here, along with two pottery factories. Open clay exports to Latium.

Now you're broke. Start up the game and let clay, sand, and glass exports net you some denarii. When you have the denarii, and basic goods have grown your insulae to provide more labor, add two timber-cutting camps and five furniture factories; put this near your clay industry.

Then, when a bit more denarii and labor is free, build three sheep farms on the isolated arable patch in the map's northeast corner. Also build the Aegyptus trade depot here, and open wool exports. You do *not* have to connect this island of wool production to your main city by road.

Caesar demands some silk after a while. Save up denarii and import just enough to meet the demand.

When desert raiders attack, buy them off. Your profits from exports, especially your new wool exports, will allow this to happen.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

Viminacium

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Virunum

Lugdunum

Ulpia Traiana

Caesarea

**Antiochia**

Ephesus

Moguntiacum

Tingis

Tarsus

Nicomedia

Colonia Agrippina

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

Soon, Caesar demands incense and requests glass. Start importing incense and stockpile glass. You should be able to meet the glass request quickly. You'll have to import the incense for the demand over a period of two different years, as you cannot import enough in a single year to meet the demand.

When you have several thousand denarii, build walls around your housing, leaving a great deal of room inside for expansion. Then add six villas and a couple more domi, and start adding the service buildings to grow the villas into midsize estates. Start importing three types of exotic goods, in small quantities, as well.

In addition, import grapes and build a couple of wine factories.

When you've grown your villas quite large, you'll hit your Prosperity target. All the service buildings you built ensure that you're okay for Culture too. At this point, give a small gift or two to Caesar to get yourself over the Favor cap, and you win the mission.

## Ephesus

Climate: Asia

Focus: Economic

Difficulty: Moderate to Hard

## Victory Conditions

Culture: 100

Favor: 60

Population: 7,500

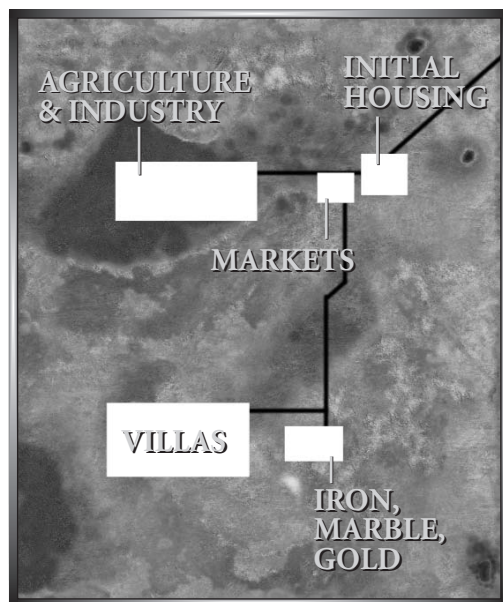
Prosperity: 75

Security: 25

## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
2	Local Disturbances	4,000	1	Light Infantry	1	Archers	—	—
4	Desert Raiders	3,000	1	Cavalry	1	Archers	—	—





## Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Order	60	Marble	-10	1 Year
2	Request	50	Gold	10	5 Years
3	Request	50	Weapons	10	5 Years
4	Request	50	Armor	10	5 Years

## Trade

### Exports

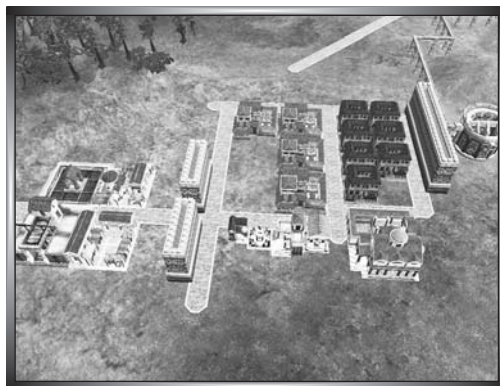
Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Clothing	Latium	700	40	+56	+2,240
Iron	Sardinia	700	150	+25	+3,750
Jewelry	Latium	700	50	+74	+3,700
Marble	Sardinia	700	40	+50	2,000
Timber	Syria	500	150	+27	4,050
Weapons	Moesia	1,050	45	+106	+4,770

### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Amber	Dacia	1,000	25	-130	-3,250
Honey	Moesia	1,050	20	-150	-3,000
Olive oil	Sardinia	700	40	-65	-2,600
Olives	Latium	700	50	-26	-1,300
Papyrus	Aegyptus	500	30	-150	-4,500
Pottery	Sardinia	700	50	-62	-3,100
Salt	Latium	700	15	-130	-1,950
Silk	Syria	500	30	-150	-4,500
Spices	Mesopotamia	1,000	10	-150	-1,500

## Walkthrough

Start with a typical starter neighborhood. We placed ours in the northeast-central part of the map, deleting a chunk of the preexisting road to make room for it. Run an aqueduct over from the water in the northeast corner.



## GAME CONCEPTS

### BUILDINGS

### CITY PLANNING

### GAME FLOW

### ADVANCED STRATEGIES

### KINGDOM CAMPAIGN

### REPUBLIC CAMPAIGN

### EMPIRE CAMPAIGN

Viminacium

Argos

Alexandria

Virunum

Lugdunum

Ulpia Traiana

Caesarea

Antiochia

**Ephesus**

Moguntiacum

Tingis

Tarsus

Nicomedia

Colonia Agrippina

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

Place markets west of the neighborhood and place farms west of that, up a ridge near the arable patch. Place two grain farms, one vegetable farm, and one sheep farm on the arable land. Also place two clothing factories here.

Finally, place two iron-mining camps and one marble-quarry camp in the map's south-central part, near those resources. Place a warehouse devoted to marble nearby.

When the influx of clothing expands your insulae, add another marble-quarry camp near the first and another marble-only warehouse. Also add a vegetable farm to the arable patch, and import some pottery to further evolve your insulae.

Caesar demands marble around Year 2. Meet this demand, then place the trade depot with Sardinia near your marble-production facility and start selling marble.

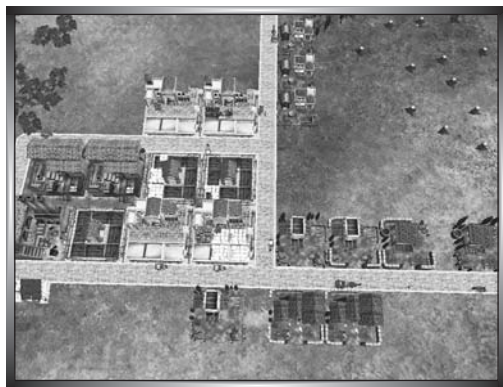
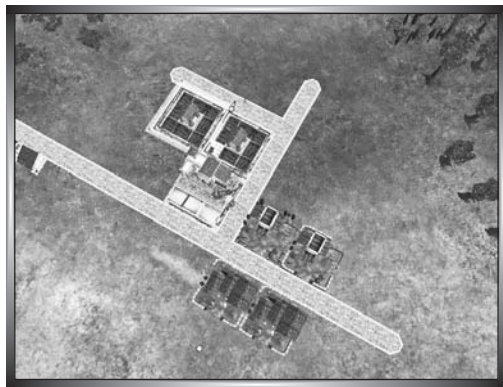
When you have the workers and denarii, add three more gold-mining camps and two jewelry factories. Caesar requests gold in Year 3. After meeting that request, start selling jewelry to Latium. Build any additional jewelry factories necessary to convert all your gold and flood that trade market.

Around this time, start importing olives from Latium, and build an olive oil factory. Also start selling clothing if you have not already started.

Place another iron-mining camp near your iron mines, and add a weapon factory and armor factory. Add a marble-quarry camp if you aren't flooding the marble export market. Start stockpiling weapons for future Caesar request.

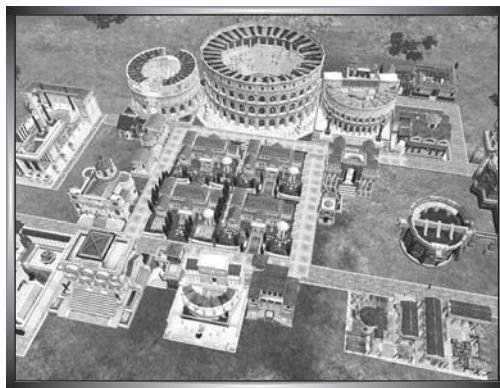
Meanwhile, keep meeting Caesar's Tribute demands. You probably won't be able to meet his armor and weapon requests until later in the mission.

Ramp up your armor and weapon production, and add warehouses for each so that you can meet those requests in the future.



Raiders won't threaten until several years into the mission. When they do, buy them off.

When your economy is chugging along nicely, start to build a neighborhood of eight villas. Place every conceivable service building around them; you'll need to wall in your starter neighborhood and place extra domi in order to staff all the service buildings. Also place a few small service buildings (school, odeum) near your starter neighborhood.



When your villas reach the level of medium mansion, you should be set for Culture and Prosperity. Fill Caesar requests (or send gifts) to top off Favor, and expand the population a bit with more insulae. Eventually you win.



TO REACH 100 CULTURE, EVERY HOUSE IN THE CITY NEEDS COMPLETE COVERAGE FOR ALL SERVICES: EVERY ENTERTAINMENT VENUE, A SHRINE OR TEMPLE FOR EVERY GOD, AND SO FORTH. YOU NEED TO DUPLICATE ALL THE SERVICES THAT YOU NORMALLY BUILD JUST FOR VILLAS, GIVING EVEN THE LOWLY PLEBS ACCESS TO EVERYTHING.

IF YOU DIDN'T LEAVE ENOUGH ROOM FOR ALL THE NECESSARY SERVICE BUILDINGS IN YOUR STARTER NEIGHBORHOOD, YOU MAY HAVE TO DEMOLISH SECTIONS OF IT IN ORDER TO MAKE ROOM.

## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

Viminacium

Argos

Alexandria

Virunum

Lugdunum

Ulpia Traiana

Caesarea

Antiochia

**Ephesus**

Moguntiacum

Tingis

Tarsus

Nicomedia

Colonia Agrippina

## SANDBOX MISSIONS & ONLINE PLAY





# CAESAR™ IV

## Moguntiacum

Climate: Mediterranean

Focus: Military

Difficulty: Very Hard

## Victory Conditions

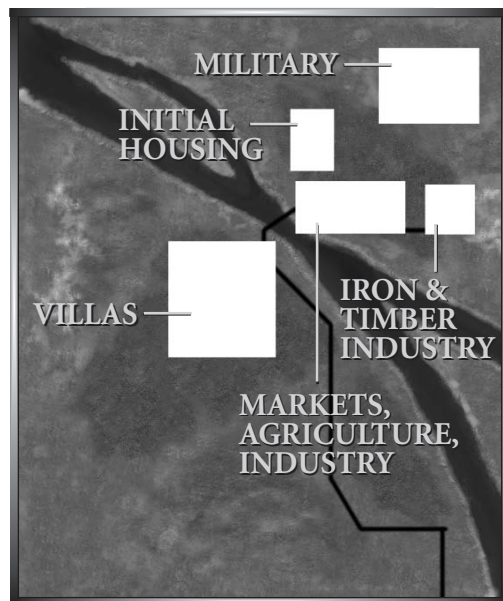
Culture: 50

Favor: 55

Population: 3,000

Prosperity: 65

Security: 100



## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
1	German Harassment	7,750	3	Heavy Infantry	4	Siege	—	—
4	German Invasion	12,000	3	Heavy Infantry	2	Archers	2	Siege

### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Order	50	Weapons	-10	3 Years
2	Order	50	Armor	-10	3 Years
3	Request	50	Weapons	10	5 Years
5	Request	50	Armor	10	5 Years

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Pottery	Narbonensis	700	65	+52	+3,380
Wine	Latium	500	65	+72	+4,680
Wool	Dacia	500	80	+23	+1,840

## Imports

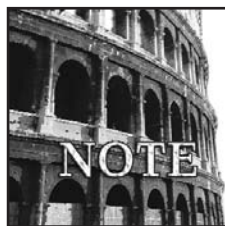
Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Amber	Dacia	500	20	-130	-2,600
Cosmetics	Latium	500	20	-150	-3,000
Furs	Dacia	500	30	-150	-4,500
Honey	Britannia	1,200	10	-150	-1,500
Marble	Britannia	1,200	40	-60	-2,400
Olive oil	Narbonensis	700	70	-65	-4,550
Perfume	Narbonensis	700	20	-150	-3,000
Salt	Latium	500	20	-130	-2,600
Weapons	Latium	500	30	-126	-3,780

## Walkthrough



### NOTE

YOU START WITH 15,000 DENARII FOR THIS MISSION. YOU'LL NEED IT! IT'S IMPORTANT TO IMMEDIATELY BUILD UP THE MONEYMAKING INDUSTRIES, SINCE THERE ARE SO FEW OF THEM.



### NOTE

WE IMMEDIATELY BUILD JUST ABOUT EVERYTHING FOR THIS MISSION, SINCE WE HAVE LOTS OF STARTING CASH. WE THEN MOTHBALL THINGS AS NEEDED, THEN ACTIVATE THEM WHEN WE HAVE ENOUGH WORKERS.

Start by placing a residential neighborhood at the spot marked on the map—it's near the top center section of the map. Place 14 or 15 insulae and 3 or 4 domi.

Place agriculture to the south of your neighborhood. Build two grain farms, two cattle farms, two grape farms, and three sheep farms in this area. Also place one clothing factory and four wine factories.



## GAME CONCEPTS

### BUILDINGS

### CITY PLANNING

### GAME FLOW

### ADVANCED STRATEGIES

### KINGDOM CAMPAIGN

### REPUBLIC CAMPAIGN

### EMPIRE CAMPAIGN

Viminacium

Argos

Alexandria

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Tingis

Tarsus

Nicomedia

Colonia Agrippina

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

Pottery goes in this same general area, since there's a clay pit near the arable land. Build three clay-digging camps and four pottery factories. Also place all three trade depots in this area, and start selling wool, wine, and pottery immediately.

Build another industrial area to the east, near the iron mine. Place one timber-cutting camp, one iron-mining camp, a weapon factory, and a warehouse that stocks only weapons.

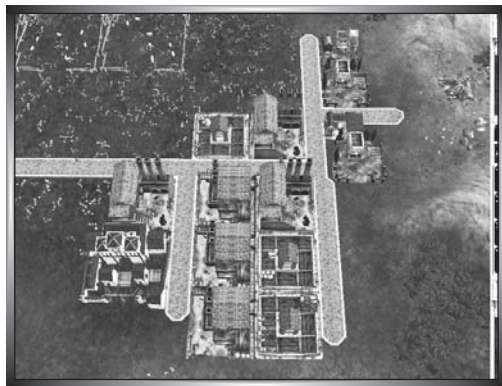
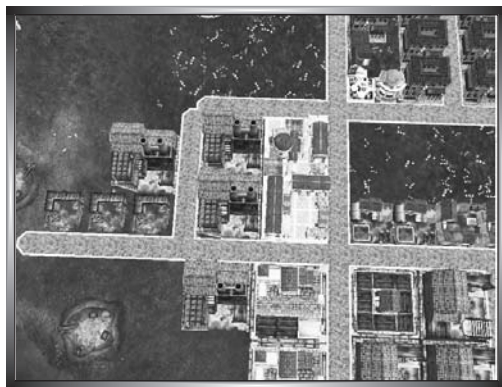
That's all the starting buildings. Mothball all of the factories to start with (except two of the pottery factories) and all trade depots. Then start the game.

As labor appears, unmothball things, starting with pottery factories and the depot that buys pottery; then the wine factories and the depot that buys wine; then the weapon factory and wool factory, and the depot that buys wool.

When you have some labor and a few denarii, add two iron-mining camps, a second weapon factory, two armor factories, a warehouse that handles only armor, and a warehouse split between armor and weapons. All of these go in the eastern industrial area.

When raiders appear, you have two options: you can buy them off, or you can fight if you've placed some defenses. The faster you start to defend yourself, the more hardened your troops will be for later battles. So, the bottom line is: fight if you think you're ready, but bribe if you think you'll lose entire cohorts. You have this option for the first three invasions.

Caesar demands weapons and armor around this time. Meet these demands by stockpiling items.





After meeting the demands, start creating military buildings. Put the recruitment post near your iron industry and the mess hall east of your housing. Build a cavalry fort near the mess hall.

Next, add two vegetable farms and two cattle farms to the arable patch, along with another wine factory. Also place a luxury market if you haven't already.

Add another iron mine, timber-cutting camp, armor factory, and weapon factory to the iron-mining area.

Place a drill yard near the cavalry fort when you have funds.

At this point, concentrate on building up your military. Build both a light infantry and a heavy infantry fort. Start to fight raiders after the first few; we bribed the first three sets and fought after that.

Around this time, you'll get weapon and armor requests, which repeat going forward. Fill these selectively, whenever you can afford to without sacrificing your own military. To help with these demands, add another weapon and armor factory for good measure.

As time goes on, add another cavalry fort and a missile fort. You're now secure against anything the raiders can throw at you.

Now, simply stockpile money until you can wall in your residences and build a villa neighborhood (with six to eight villas total). Build the villa neighborhood across the water, in the map's other huge arable patch. Add a few domi and insulae here, too, just to work the service buildings needed by the villas.

Make sure to wall in all residences. Also have plentiful prefects, lots of education, and enough jobs to prevent unemployment. Avoid food shortages as well. These things will allow you to reach 100 Security.

Growing the villas extremely large takes care of Prosperity. Culture comes naturally; just add a couple of small service buildings (odeum, extra shrine, school) to the starter neighborhood as well.

Population takes care of itself. (If not, add several extra insulae to your villa neighborhood.) And if you get impatient to get your Favor rating, give gifts to Caesar.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

Viminacium

Argos

Alexandria

Virunum

Lugdunum

Ulpia Traiana

Caesarea

Antiochia

Ephesus

**Moguntiacum**

Tingis

Tarsus

Nicomedia

Colonia Agrippina

## SANDBOX MISSIONS & ONLINE PLAY



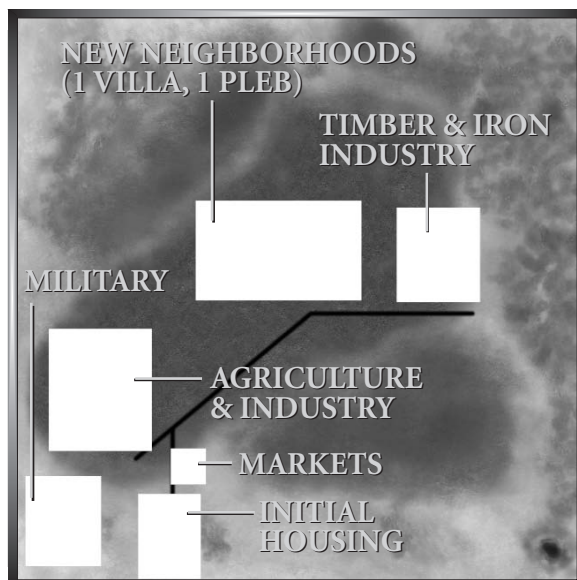
# CAESAR™ IV

## Tingis

Climate:  
Mediterranean  
Focus: Economic  
Difficulty: Very Hard

## Victory Conditions

Culture: 50  
Favor: 80  
Population: 10,000  
Prosperity: 50  
Security: 40



## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
2	Desert Raiders	1,500	3	Light Infantry	—	—	—	—

### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
2	Order	30	Weapons	-5	4 Years
3	Order	30	Armor	-5	4 Years
3	Order	60	Olive Oil	-10	4 Years
3	Order	75	Meat	-10	4 Years
3	Order	60	Wine	-10	4 Years
4	Request	60	Grain	10	3 Years
5	Request	60	Weapons	10	3 Years
5	Request	60	Armor	10	3 Years

# Trade

## Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Armor	Latium	1,200	65	+100	+6,500
Clothing	Africa	500	65	+56	+3,640
Furniture	Aegyptus	700	30	+70	+2,100
Furniture	Numidia	250	30	+70	+2,100
Glass	Sardinia	500	50	+50	+2,500
Olive Oil	Numidia	250	65	+54	+3,510
Sand	Achaea	1,500	180	+18	+3,240
Utensils	Sardinia	500	65	+68	+4,420
Weapons	Latium	1,250	65	+106	+6,890
Wine	Aegyptus	700	75	+72	+5,400
Wool	Sardinia	500	120	+23	+2,760

## Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Ivory	Africa	500	40	-150	-6,000
Marble	Achaea	1,500	-60	+60	-3,600
Papyrus	Aegyptus	700	40	-150	-6,000
Spices	Achaea	1,500	15	-150	-2,250

# Walkthrough

Place a starter neighborhood in the map's southwest corner, at the spot indicated on our map, near the arable land. (The water is in the southeast, so you'll need to run a long aqueduct over.)

You need a huge workforce *immediately*, so place 20 insulae and 3 domi in the starter neighborhood.

Just north of the neighborhood, at the edge of the arable land, make a big agricultural and industrial zone. Build three grain farms, two cattle farms, two olive farms, one sheep farm, one clothing factory, and four olive oil plants.



GAME  
CONCEPTS

BUILDINGS

CITY  
PLANNING

GAME  
FLOW

ADVANCED  
STRATEGIES

KINGDOM  
CAMPAIGN

REPUBLIC  
CAMPAIGN

EMPIRE  
CAMPAIGN

Viminacium

Argos

Alexandria

Virunum

Lugdunum

Ulpia Traiana

Caesarea

Antiochia

Ephesus

Moguntiacum

**Tingis**

Tarsus

Nicomedia

Colonia Agrippina

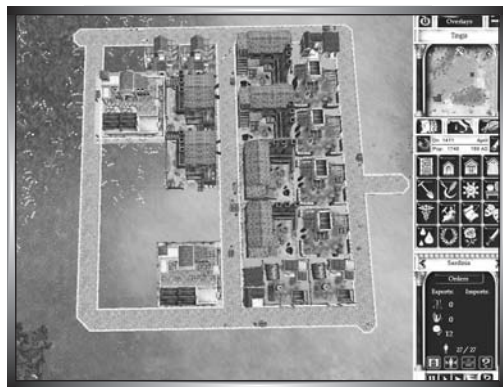
SANDBOX  
MISSIONS &  
ONLINE PLAY





# CAESAR™ IV

Also build a second industrial complex to the northeast, at the spot indicated on the map. Place two timber-cutting camps, two iron-mining camps, and four weapon factories here. Also open trade with Latium and start selling weapons immediately.



## NOTE

YOUR TWO INDUSTRIAL ZONES DO NOT NEED TO BE CONNECTED BY ROAD—YET.

Build another two sheep farms in this second industrial zone, as you'll need wool for armor.

At this point, you're out of cash and must wait until you have some labor and about 1,200 denarii.

## NOTE

FOR THE FIRST YEAR OR TWO, TRY TO MAINTAIN A BALANCE OF EXACTLY 1,000 DENARII. DON'T WORRY ABOUT BUILDING UP A LARGER RESERVE AT THIS TIME.

When you have 1,200 denarii and labor, add two armor factories and two iron-mining camps to the northeast industrial area. Also, open wool exports.

Open clothing exports to Africa as well. (Place the depot in the southern industrial area.)

As soon as you start to produce armor, sell it and start to stockpile weapons. Build a weapons-only warehouse to facilitate this. Also add two more iron mines, two more armor factories, and two utensils factories to this area. Start exporting utensils.

Caesar will soon demand weapons. Fill this demand, then start exporting weapons and start stockpiling armor.

When you once again have over 1,000 denarii, add a timber-cutting camp and one furniture factory to the northeast industrial area. Sell furniture to Aegyptus. Also add another armor and weapon factory.

Add two grape farms and four wine factories to this area, and start exporting wine.

Back in the southwest, add one olive farm and two olive oil factories, and slowly start to export olive oil. In addition, add warehouses that you will later use to stockpile olive oil. When Caesar demands olive oil, temporarily halt exports to fill the demand.

Add some vegetable farms to the arable patch to support your large population, and place three cattle farms and two granaries.

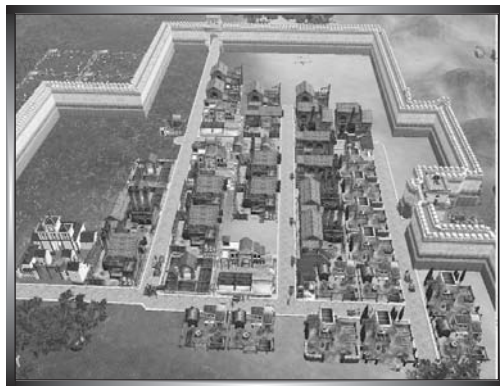
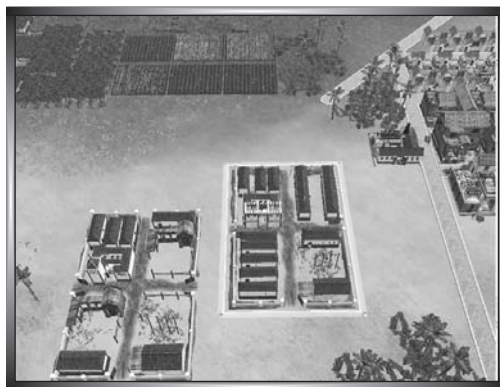
Caesar also demands armor around this time. Fill the armor demand, and then start creating military buildings. Place a recruitment post to the northeast, a mess hall in the southwest, and a heavy infantry and cavalry fort in the southwest.

Now build a road to connect your northeast industrial zone with the rest of your city. Add more iron and timber resources to the northeast.

When you have time and denarii, start building walls around your city. Start walling in the northeast industrial complex, and then start walling in the southwest. You may or may not be able to wall everything in before the first invasion; it helps, of course, if you can.

Every several years, invaders will attack. After the first attack, add another fort or two and a drill yard, and train your soldiers.

At this point, you have a military to defend yourself and are accumulating denarii. Expand your industries and maximize exports. Consider adding a glass industry, which you haven't built yet.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

Viminacium

Argos

Alexandria

Virunum

Lugdunum

Ulpia Traiana

Caesarea

Antiochia

Ephesus

Moguntiacum

### Tingis

Tarsus

Nicomedia

Colonia Agrippina

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

Your biggest obstacles right now are Prosperity and Population. (You may also need Favor, but there are lots of Caesar requests, so this will eventually take care of itself.) You'll need to spend a lot of time and denarii to meet these goals.

Build two new neighborhoods in the middle of the huge arable patch at the map's center. First, build a pleb neighborhood with 34 or so insulae and at least 6 domi. (You must build all the associated support buildings too.)

Build a villa neighborhood as well. Place a total of eight villas in this neighborhood, along with all the facilities needed to grow them to large estates. Start importing as many exotic goods as possible to help them grow.

Wall in both neighborhoods, or simply wall in the entire map. When your villas have grown as large as they can with only three exotic goods, and the rest of your housing is maxed out, you'll have the Population and Prosperity to win.

## Tarsus

Climate: Asian

Focus: Military

Difficulty: Hard

## Victory Conditions

Culture: 40

Favor: 75

Population: 2,500

Prosperity: 40

Security: 80

## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
1	Organized Rebels	7,000	2	Heavy Infantry	1	Archers	1	Siege
2	Organized Rebels	7,000	2	Heavy Infantry	1	Archers	1	Siege
5	Organized Rebels	10,000	3	Heavy Infantry	1	Archers	2	Siege
7	Organized Rebels	13,000	3	Heavy Infantry	2	Archers	2	Siege





## Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Order	25	Marble	-10	2 Years
2	Request	50	Gold	10	2 Years
3	Request	50	Iron	10	2 Years

## Trade

### Exports

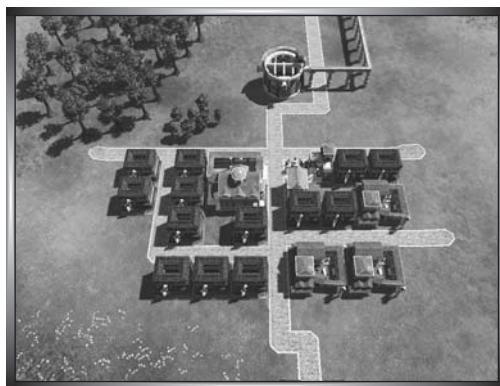
Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Armor	Aegyptus	1,000	40	+100	+4,000
Jewelry	Asia	500	75	+74	+5,550
Jewelry	Syria	500	25	+74	+1,850
Marble	Aegyptus	1,000	30	+50	+1,500
Marble	Syria	500	30	+50	+1,500
Utensils	Mesopotamia	1,200	50	+68	+3,400
Weapons	Aegyptus	1,000	40	+106	+4,240

### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Amber	Asia	500	30	-130	-3,900
Glass	Syria	500	70	-60	-4,200
Honey	Asia	500	30	-150	-4,500
Incense	Syria	500	15	-150	-2,250
Papyrus	Aegyptus	1,000	30	-150	-4,500
Pottery	Aegyptus	1,000	60	-62	-3,720
Silk	Mesopotamia	1,200	20	-150	-3,000
Spices	Mesopotamia	1,200	20	-150	-3,000

## Walkthrough

Build a starter neighborhood with 12 or more insulae and 3 domi at the spot indicated on the map. Place markets south of the housing, and place agriculture on the arable patch south of that.



GAME  
CONCEPTS

BUILDINGS

CITY  
PLANNING

GAME  
FLOW

ADVANCED  
STRATEGIES

KINGDOM  
CAMPAIGN

REPUBLIC  
CAMPAIGN

EMPIRE  
CAMPAIGN

Viminacium

Argos

Alexandria

Virunum

Lugdunum

Ulpia Traiana

Caesarea

Antiochia

Ephesus

Moguntiacum

Tingis

**Tarsus**

Nicomedia

Colonia Agrippina

SANDBOX  
MISSIONS &  
ONLINE PLAY



# CAESAR™ IV

On the arable patch, build one of each food farm type, plus a sheep farm and two clothing factories.

Build a road due north from the housing. At the map's north edge, next to a marble quarry, build four marble-quarry camps and the trade depots to Aegyptus and Syria. Start marble exports immediately.

Somewhat to the east is a convenient iron mine. Start a mining operation here, with two iron-mining camps and two utensil factories. Open trade with Mesopotamia and place the depot here; start exports of utensils.

Open limited exports of pottery or glass to help grow your insulae and provide more pleb labor.

Finally, on the map's far east edge, place two gold-mining camps and two jewelry factories near the gold mine. Also place the trade depot with Asia and open jewelry exports. This gold-mining area does *not* need to be connected to the rest of your city yet.

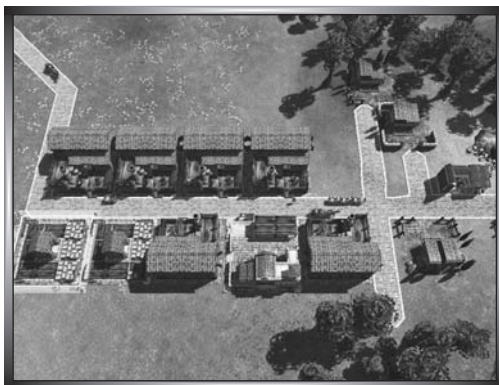
Now you're broke, so start up the game and wait for denarii and excess labor to accumulate.

When you get a little spare labor and denarii, add two more jewelry factories to your gold-producing area. Also, add two timber-cutting camps south of your marble-production area, and start to add armor and weapon factories to your iron area. Sell armor and weapons immediately.



Around this time, Caesar demands marble. Temporarily halt exports of marble and stockpile it until the demand is met. Make a marble-only warehouse for this task.

You also get a one-year notice for barbarian invaders around this time. Start accumulating money to buy them off at the last minute. This becomes easier when you meet Caesar's marble demand and can start selling marble once again.



After buying off the raiders, grow your exports. Add another jewelry factory, and connect your gold-mining area to the rest of your city. This allows your markets to sell jewelry and lets jewelry reach the other trade depot that accepts it.

Add another utensils factory, and make sure you're exporting maximum weapons and armor per year.

When Caesar asks for gold, add two more gold-mining camps and stockpile it until you can meet the requests.

Marble and iron are next on Caesar's agenda, but you have enough of every industry now that you can meet a demand simply by stockpiling the item until you have enough to meet the request or demand.

You can now simply focus on your ratings. Enclose your starter neighborhood with walls, leaving room for service buildings. Then build a small villa neighborhood on one of the other two main arable patches (these have the most room). Give the villas everything they need to grow large; give them their own set of farms and markets; and import exotic goods. Also add a few service buildings (school, extra shrine, odeum) to your starter neighborhood.

By doing these things, you'll hit your Culture, Population, and Prosperity marks eventually. The walls take care of Security. Just keep filling Caesar requests to top off Favor, or send gifts if you're impatient to complete the mission.

## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

Viminacium  
Argos  
Alexandria  
Virunum  
Lugdunum  
Ulpia Traiana  
Caesarea  
Antiochia  
Ephesus  
Moguntiacum  
Tingis  
**Tarsus**  
Nicomedia  
Colonia Agrippina

## SANDBOX MISSIONS & ONLINE PLAY





# CAESAR™ IV

## Nicomedia

Climate:

Mediterranean

Focus: Economic

Difficulty: Extremely Hard

## Victory Conditions

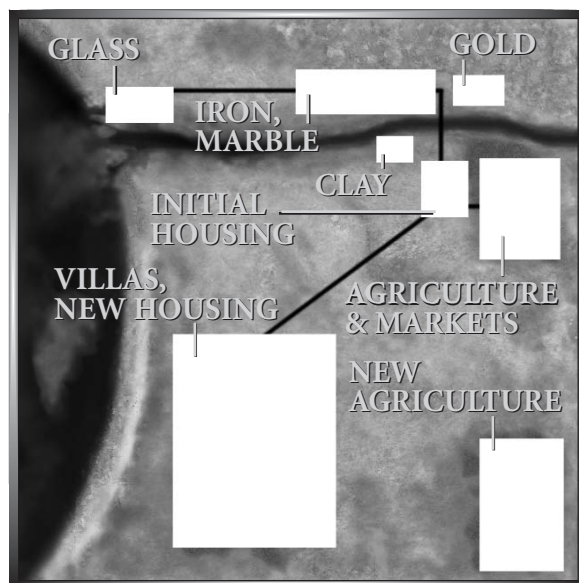
Culture: 100

Favor: 100

Population: 10,000

Prosperity: 100

Security: 100



## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
2	Raiders from the East	10,000	2	Heavy Infantry	1	Archers	—	—

### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Order	2,000	Denarii	-20	1 Year
2	Order	60	Jewelry	-10	2 Years
3	Request	50	Furniture	10	—
4	Request	100	Glass	20	3 Years
5	Order	100	Pottery	-20	3 Years
7	Request	50	Weapons	10	5 Years
8	Request	40	Utensils	10	3 Years

## Trade

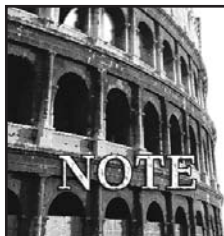
### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Armor	Aegyptus	1,050	50	+100	+5,000
Clothing	Mesopotamia	900	75	+56	+4,200
Furniture	Sardinia	1,000	65	+70	+4,550
Glass	Moesia	500	50	+50	+2,500
Gold	Sardinia	1,000	180	+29	+5,220
Jewelry	Sardinia	1,000	65	+74	+4,810
Marble	Moesia	500	30	+50	+1,500
Marble	Latium	1,000	30	+50	+1,500
Pottery	Aegyptus	1,050	65	+52	+3,380
Timber	Latium	1,000	180	+27	+4,860
Utensils	Latium	1,000	50	+68	+3,400
Weapons	Mesopotamia	900	50	+106	+5,300

### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Amber	Moesia	500	25	-130	-3,250
Papyrus	Aegyptus	1,050	25	-150	-3,750
Perfume	Sardinia	1,000	30	-150	-4,500
Salt	Latium	1,000	20	-130	-2,600
Silk	Mesopotamia	900	25	-150	-3,750
Spices	Mesopotamia	900	15	-150	-2,250

## Walkthrough



THIS IS, IN OUR OPINION, THE MORE DEMANDING OF THE TWO FINAL-TIER MISSIONS. ONLY PLAY THIS INSTEAD OF COLONIA AGRIPPINA IF YOU'RE LOOKING FOR A CHALLENGE; GO WITH COLONIA AGRIPPINA IF YOU HAVE TROUBLE WITH THIS ONE.

GAME  
CONCEPTS

BUILDINGS

CITY  
PLANNING

GAME  
FLOW

ADVANCED  
STRATEGIES

KINGDOM  
CAMPAIGN

REPUBLIC  
CAMPAIGN

EMPIRE  
CAMPAIGN

Viminacium

Argos

Alexandria

Virunum

Lugdunum

Ulpia Traiana

Caesarea

Antiochia

Ephesus

Moguntiacum

Tingis

Tarsus

**Nicomedia**

Colonia Agrippina

SANDBOX  
MISSIONS &  
ONLINE PLAY



# CAESAR IV

Place your starter neighborhood in the upper right part of the map, to the west of the arable patch. (Refer to our map for the exact location.) Place 12 to 14 insulae to start with, along with 3 domi.

Be careful not to waste arable land. Place the following farms near the arable patch: two grain and two vegetable farms, and one sheep farm.

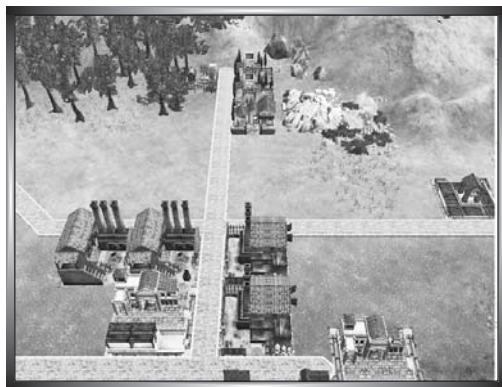
Place clay industry northwest of the housing: a single clay-digging camp and a single pottery factory for now.

North of the river, near the western iron mine, place three iron-mining camps, one timber-cutting camp, and one marble-quarry camp. Build two weapon factories. Also place trade depots with Moesia and Mesopotamia here, and begin exporting weapons and marble immediately.

Place a ship bridge across the river, connecting your iron industry with your main city.

To the east of the iron area, place two gold-mining camps as close as possible to a gold mine.

At this point, you're nearly broke. Build up at least 500 denarii and maintain that balance from now on. When you have over 500 denarii, start adding more buildings, as follows: two jewelry factories to the east of the iron area; two armor factories in the iron area; and a warehouse that handles jewelry and four units of wool, also in the iron area. As soon as possible, open exports of armor and pottery to Aegyptus. (Do not sell jewelry yet.)





Caesar will demand Tribute sometime around now. Save up and pay him off. When your denarii recovers from the Tribute payment, add another two iron-mining camps, one marble-quarry camp, and one timber-cutting camp to the iron area. Also add another armor and weapon factory.

When you have the denarii, open trade with Latium and start selling timber and marble. To facilitate sales, place a warehouse that handles timber and marble right next to the Latium port. In addition, place two utensil factories in this area.

Around this time, Caesar demands jewelry. Build it up; add another warehouse just for jewelry and stock up to meet the demand.

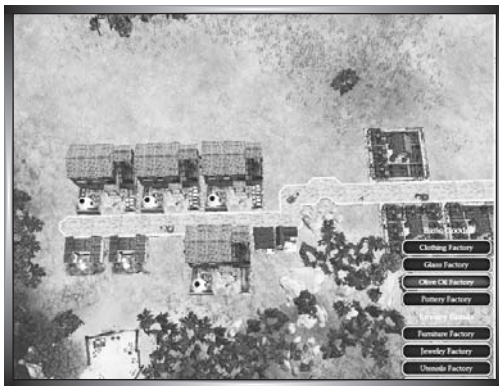
Now start stockpiling denarii. If you have at least 12,000 denarii after meeting the jewelry demand, open trade with Sardinia and start exporting jewelry. If not, wait until after the upcoming invasion threat.

Raiders soon threaten; it costs 10,000 denarii to buy them off. Do so. Then open trade with Sardinia and export jewelry if you haven't already.

Wait and recover denarii after bribing the invaders. Then add a furniture industry to the west of your iron industry. Place two timber-cutting camps and three furniture factories, and start stockpiling furniture. Use a dedicated warehouse for this, or convert a jewelry warehouse for the purpose.

When more denarii accumulate, add a glass industry in the map's northwest corner, north of the river. Place two sand-gathering camps and four glass factories, plus two factories that handle only glass. Stockpile glass for an upcoming Caesar request.

In addition, add three cattle farms to your agricultural area.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

Viminacium  
Argos  
Alexandria  
Virunum  
Lugdunum  
Ulpia Traiana  
Caesarea  
Antiochia  
Ephesus  
Moguntiacum  
Tingis  
Tarsus  
**Nicomedia**  
Colonia Agrippina

## SANDBOX MISSIONS & ONLINE PLAY



# CAESAR™ IV

Caesar requests furniture. After filling the request, stockpile pottery and jewelry. To assist you with your build-up, add another clay-digging camp, two pottery factories, one gold-mining camp, and two jewelry factories. Be sure to have a great deal of warehouse space for both.

Later requests include weapons and glass. Be prepared to stockpile those items when the requests roll in, in order to build Favor. Also, bear in mind that Caesar's pottery and jewelry demands are cyclical, so you'll have to periodically stockpile and meet those demands as well.

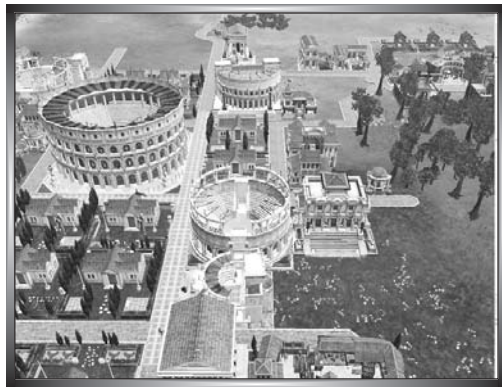
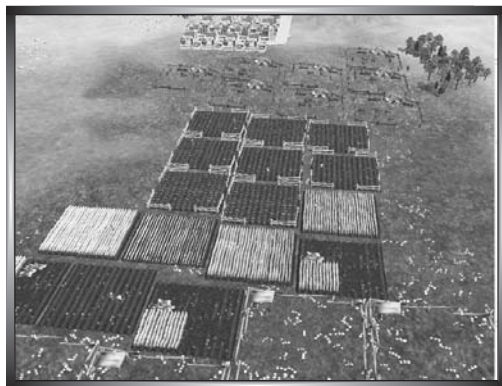
At this point, your economy should be very profitable. Stockpile 20,000 denarii; then start walling in the *entire map*. This takes time but is straightforward. The only thing to remember: wall in each side of the bridge, placing a gatehouse over the road at each end. If you fail to wall in the bridge, you won't get credit for walling the city.

Start to fill the map's southeast arable patch with food farms. These will be necessary as you build population; plan to fill this entire patch with fields.

Next, build a new villa neighborhood on the map's southwest arable patch. Place a total of 16 villas. We recommend using the grid pattern of four-villa blocks, as shown in the villa neighborhood example in the "City Planning" chapter.

Also place all the large service buildings needed to bring the villas up to maximum evolution. After you place these buildings, start putting domi and insulae on the fringes of this new villa neighborhood, where they, too, can benefit from some of the service buildings. You'll need lots of domi at first, just to staff the service buildings.

At this point, it's a long, slow climb to 10,000 population. Completely fill your starter neighborhood with insulae, and then add more on the outskirts of your villa neighborhood, as necessary, until you hit 10,000.

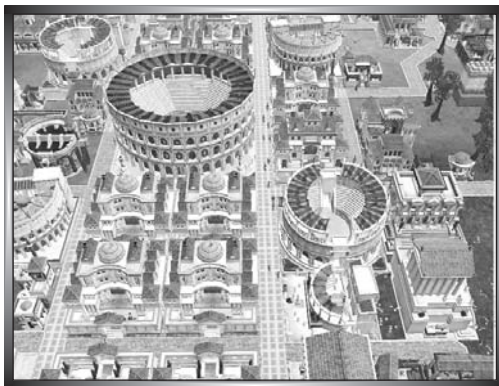


When you hit 10,000 Population, make sure your Security is at 100. With the entire map walled in, you can reach 100, but keep adding prefects and extra food markets. Bad food distribution leads to crime, which detracts from Security. Also make sure there are enough jobs to prevent unemployment—make useless jobs if necessary. Destroy or shutter houses if you go too far over 10,000 population: you want to stay right at that number.

Keep adding service buildings to both of your neighborhoods. If necessary, knock down housing in the original neighborhood in order to fit service buildings there. Then replace the housing in spots where you'll have more room for that housing and new service buildings.

Import every type of luxury good. When most of your villas (14 or more) are grand mansions, you'll have enough Prosperity to win.

Finally, get Favor by filling Caesar's cyclical requests. Give Caesar a final cartload of gifts in order to top off Favor and win the campaign.



## Colonia Agrippina

Climate:

Mediterranean

Focus: Military

Difficulty: Hard to Very Hard

### Victory Conditions

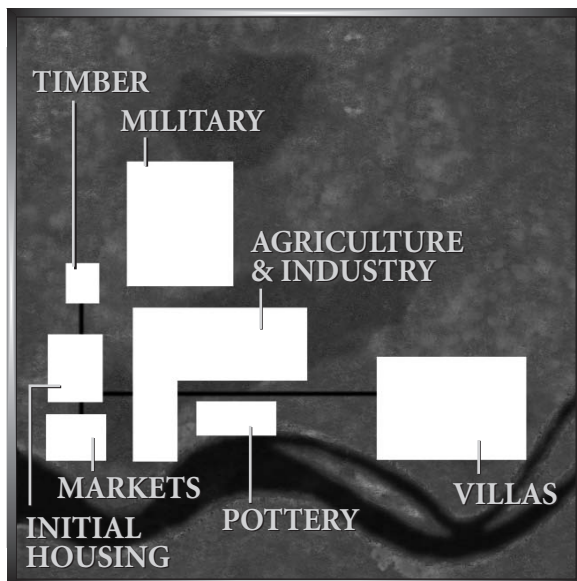
Culture: 75

Favor: 60

Population: 5,000

Prosperity: 75

Security: 75



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

Viminacium

Argos

Alexandria

Virunum

Lugdunum

Ulpia Traiana

Caesarea

Antiochia

Ephesus

Moguntiacum

Tingis

Tarsus

Nicomedia

Colonia Agrippina

## SANDBOX MISSIONS & ONLINE PLAY





# CAESAR™ IV

## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
7	Invasion by Franci	4,000	2	Cavalry	—	—	—	—
7	Invasion by Chatti	5,000	2	Heavy Infantry	1	Cavalry	—	—
7	Invasion by Chamavi	6,000	3	Light Infantry	—	—	—	—
7	Invasion by Hermunduri	13,000	3	Heavy Infantry	2	Archers	2	Siege
7	Invasion by Cherusci	5,500	2	Heavy Infantry	3	Siege	—	—

### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Request	—	Military	10	—
2	Request	50	Wine	10	5 Years
3	Request	—	Military	15	—
4	Request	100	Pottery	20	5 Years
5	Request	—	Military	10	—

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Furniture	Belgica	500	50	+70	+3,500
Grapes	Britannia	1,000	140	+20	+2,800
Pottery	Apulia	1,000	65	+52	+3,380
Pottery	Dacia	700	50	+52	+2,600
Wine	Germania Superior	250	50	+72	+3,600

### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Amber	Dacia	700	30	-130	-3,900
Armor	Latium	0	50	-120	-6,000
Cosmetics	Apulia	1,000	20	-150	-3,000
Furs	Belgica	500	10	-150	-1,500
Honey	Dacia	700	20	-150	-3,000
Iron	Germania Superior	250	100	-30	-3,000
Marble	Britannia	1,000	60	-60	-3,600
Olive Oil	Apulia	1,000	80	-65	-5,200
Perfume	Apulia	1,000	20	-150	-3,000
Salt	Britannia	1,000	10	-130	-1,300
Timber	Germania Superior	250	50	-32	-1,600
Weapons	Latium	0	50	-127	-6,350

## Walkthrough

Build a starter neighborhood in the southwest of the map, north of the river (see our map for placement). Only place 12 insulae and 3 domi to start with, as well as a shrine to Ceres in the starter neighborhood (as food may be an issue later).

Agriculture goes to the north and east. Place two grain farms, two cattle farms, two grape farms, and one sheep farm. Also place two wine factories here.

Just south of the agricultural area, place a small pottery industry with three clay-digging camps and five pottery factories. Also open trade with Dacia and start exporting pottery.

Due north of the housing, place one timber-cutting camp, two furniture factories, and the trade depot with Belgica. Start selling furniture immediately.



THERE ARE NO CAESAR DEMANDS IN THIS MISSION,  
AND THE BARBARIANS CANNOT BE BRIBED, SO  
THERE'S NO NEED TO MAINTAIN RESERVES OF CASH.  
JUST DON'T GO INTO DEBT.

Start up the game. As soon as you have denarii and labor, add two clothing factories, two grape farms, and a third wine factory to the agricultural area. Open trade to Germania Superior and start selling wine.

GAME  
CONCEPTS

BUILDINGS

CITY  
PLANNING

GAME  
FLOW

ADVANCED  
STRATEGIES

KINGDOM  
CAMPAIGN

REPUBLIC  
CAMPAIGN

EMPIRE  
CAMPAIGN

Viminacium

Argos

Alexandria

Virunum

Lugdunum

Ulpia Traiana

Caesarea

Antiochia

Ephesus

Moguntiacum

Tingis

Tarsus

Nicomedia

**Colonia Agrippina**

SANDBOX  
MISSIONS &  
ONLINE PLAY



# CAESAR™ IV

Also add two armor factories, two weapon factories, another timber-cutting camp, and a couple of general-purpose warehouses to the industrial area.

Also start importing iron and open trade with Britannia so you can sell grapes. Sell pottery to Apulia if you have not already started to.

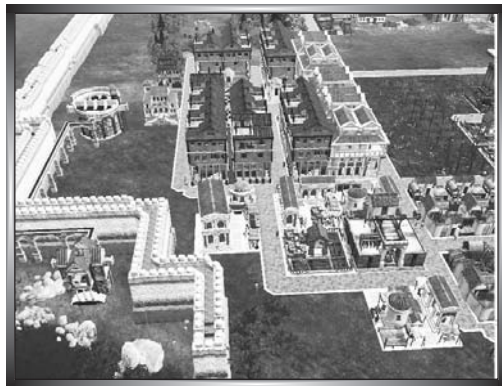
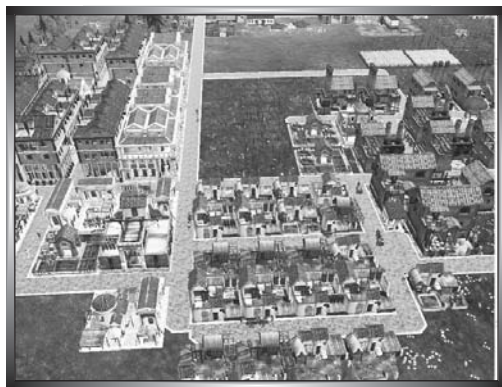
At this point, you must prepare for military buildings, which means you need equites. Add a furniture factory and a luxury market (if your market district doesn't have one) so that your domi can grow. Add another domus to your neighborhood as well.

Add a few food farms of any type in order to cope with the upcoming troop influx.

By now, your main concern is preparing for a series of tough invasions that start occurring about six years into the mission. Your preparedness for these invasions will make or break your success in the mission.

You'll also have periodic requests for wine and pottery (and military service) from Caesar. We recommend building up wine and pottery and filling the requests whenever they happen; we recommend ignoring the military requests for now.

When you have denarii, start to wall in the map's lower half, including all of your farms and factories. Leave a lot of room for expansion to the north and east.





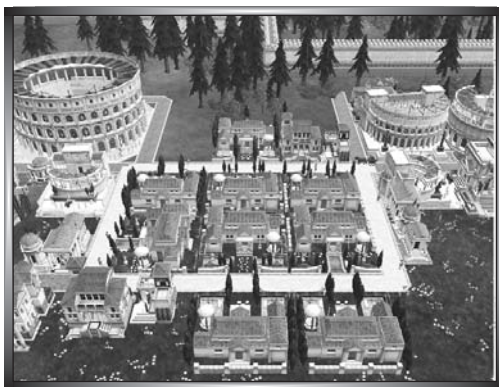
At the same time, start building military structures near your timber-cutting camps. Place a mess hall and recruitment post here. Also build two drill yards and start building forts. We built a total of six forts: three cavalry, one heavy infantry, one light infantry, and one missile auxiliary. This got us through the invasions. To add insurance, change either the light infantry or missile auxiliaries into another heavy infantry. Or, build a seventh fort of any kind. Start drilling your troops as soon as possible.



As noted, there will now be a series of several invasions, one after the other. Keep your troops together and fight methodically. You should have the manpower to win—especially if you trained your troops in the drill yards.

After the dust from these consecutive invasions clears, you don't need to worry about military matters.

Build a villa neighborhood to the north. It needs 10 villas. Provide all the services needed to grow them into medium mansions; this includes importing as many exotic goods as possible and building domi to staff all the service buildings.



When the villas have grown to medium mansion, you meet your Prosperity target. Add service buildings to your starter neighborhood until you meet your Culture as well.

You probably have 5,000 Population at this point; if not, add a few houses until you do.

Finally, either wait for more Caesar requests in order to top off Favor, or give gifts to hit the Favor target. Congratulations: you've beaten the campaign!

## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

Viminacium

Argos

Alexandria

Virunum

Lugdunum

Ulpia Traiana

Caesarea

Antiochia

Ephesus

Moguntiacum

Tingis

Tarsus

Nicomedia

**Colonia Agrippina**

## SANDBOX MISSIONS & ONLINE PLAY



## SANDBOX MISSIONS AND ONLINE PLAY

When both the Republic and Empire have fallen beneath your feet, it's time to turn to sandbox missions and online play to extend your Caesar IV experience.



### Sandbox Missions

"Sandbox" missions traditionally don't place many demands on you—and with the exception of one mission, this is the case in *Caesar IV* as well. Instead of presenting tough goals for you to accomplish, they give you a blank canvas and allow you to paint any kind of city you want. For example, maybe you want to build the biggest city imaginable. Or, maybe you want to tinker with some new city designs. Sandbox missions give you the chance to do these things.

Because these missions don't offer definite goals (other than surviving and exercising your creativity), we can't offer too much strategy. We'll just touch on each sandbox mission, show you the map, and give you some pointers on what makes it unique.



## NOTE

NOTICE THAT EACH OF THESE MISSIONS HAVE A POPULATION TARGET OF 1 MILLION—THERE ARE NO OTHER GOALS. ALL THIS MEANS IS THAT YOU CANNOT "BEAT" THE MISSIONS; RATHER, THE HUGE POPULATION TARGET ENSURES THAT YOU CAN PLAY ON INDEFINITELY.

## Amida

Climate: Desert

Focus: Economic

Difficulty: Easy

## Victory Conditions

Culture: —

Favor: —

Population: 1,000,000

Prosperity: —

Security: —

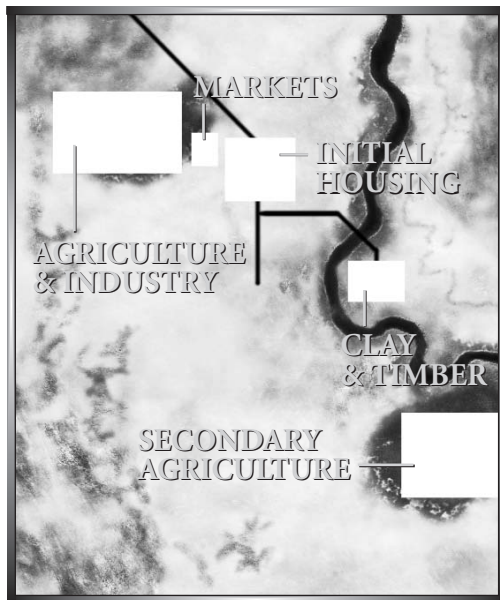
## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
1	Raid from the North	2,000	1	Light Infantry	—	—	—	—
2	Northern Marauders	5,000	1	Cavalry	1	Archers	—	—
4	Raid from the North	3,000	1	Cavalry	—	—	—	—
10	Parthian Invaders	3,250	1	Heavy Infantry	2	Siege	—	—
17	Parthian Assault	7,000	2	Heavy Infantry	1	Archers	1	Siege

### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Request	10	Silk	5	2 Years
2	Request	25	Pottery	5	5 Years



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY

### Sandbox Missions

Amida

Corduba

Cyrene

Djedu

Roma

Online Play





# CAESAR™ IV

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Clothing	Sicilia	750	65	+56	+3,640
Cosmetics	Latium	750	20	+180	+3,600
Furniture	Achaea	600	65	+70	+4,550
Furniture	Aegyptus	400	50	+70	+3,500
Furniture	Africa	750	65	+70	+4,550
Furniture	Armenia	500	50	+70	+3,500
Furniture	Latium	750	65	+70	+4,550
Olive Oil	Far East	1,000	50	+54	+2,700
Pottery	Armenia	500	75	+52	+3,900
Pottery	Far East	1,000	125	+52	+6,500
Spices	Achaea	600	20	+180	+3,600
Spices	Africa	750	20	+180	+3,600
Spices	Latium	750	30	+180	+3,600

### Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Cosmetics	Africa	750	50	-150	-7,500
Furs	Armenia	500	40	-150	-6,000
Grain	Aegyptus	400	100	-14	-1,400
Grain	Africa	750	50	-14	-700
Grain	Sicilia	750	50	-14	-700
Grapes	Latium	750	50	-24	-1,200
Grapes	Sicilia	750	60	-24	-1,440
Incense	Far East	1,000	50	-150	-7,500
Marble	Achaea	600	40	-60	-2,400
Marble	Latium	750	40	-60	-2,400
Olives	Achaea	600	100	-26	-2,600
Papyrus	Aegyptus	400	50	-150	-7,500
Silk	Far East	1,000	60	-150	-9,000
Spices	Far East	1,000	100	-150	-15,000

## Walkthrough

This is an easy mission that cannot be "beat"; it's that way by design. But here are some tips for getting started:

■ A nice spot for a starter neighborhood is marked on our map.

■ We start out with two vegetable farms, two cattle farms, one olive farm, and two olive oil factories on the nearest arable patch.

■ Place two clay-digging camps, four pottery factories, and trade depots with Armenia and the Far East by the river (it must be on the other side from your housing; build a bridge to connect it).

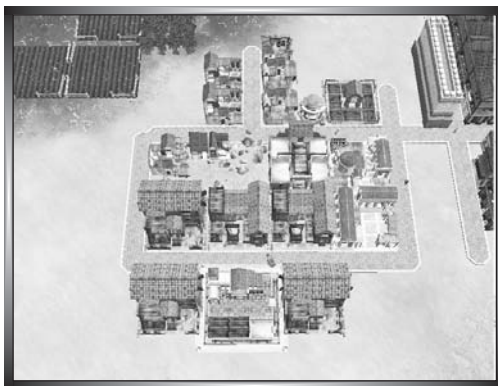
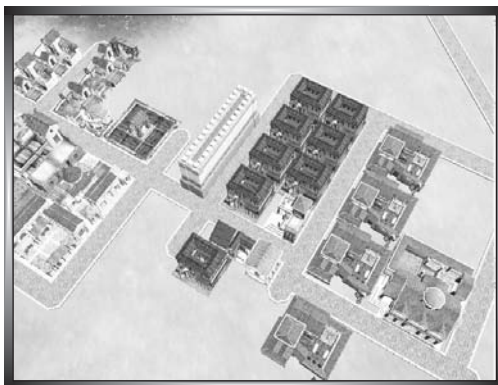
■ After we have more labor, we add one sheep farm and three clothing factories, and we open clothing exports to Sicilia

■ Next, start a timber industry on the map's right side (two timber-cutting camps and four furniture factories), and expand your pottery industry.

■ To fill an early request for silk, just import it and store it.

■ The year after the silk request, stockpile pottery for another request.

■ Raiders can easily be bribed.



## GAME CONCEPTS

## BUILDINGS

## CITY PLANNING

## GAME FLOW

## ADVANCED STRATEGIES

## KINGDOM CAMPAIGN

## REPUBLIC CAMPAIGN

## EMPIRE CAMPAIGN

## SANDBOX MISSIONS & ONLINE PLAY

Sandbox Missions

**Amida**

Corduba

Cyrene

Djedu

Roma

Online Play

# CAESAR™ IV

Later on, add an olive oil industry and sell furniture to more cities.

At this point, your economy is humming along, and you can do whatever you like. Have fun!



WATCH OUT FOR FIRES IN THIS DESERT CLIMATE. PLACE MORE PREFECTS THAN USUAL.



EARTHQUAKES MAY RANDOMLY OCCUR ON THIS MAP, DESTROYING BUILDINGS. PLACE EXTRA ENGINEERING OFFICES IN THIS MISSION; THIS HELPS TO MINIMIZE THE NUMBER OF BUILDINGS LOST TO THE SEMI-RANDOM EARTHQUAKES THAT OCCUR. YOU CAN'T SAVE EVERY BUILDING THIS WAY, BUT YOU CAN SAVE QUITE A FEW.

## Corduba

Climate:  
Mediterranean

Focus: Economic

Difficulty: Easy

## Victory Conditions

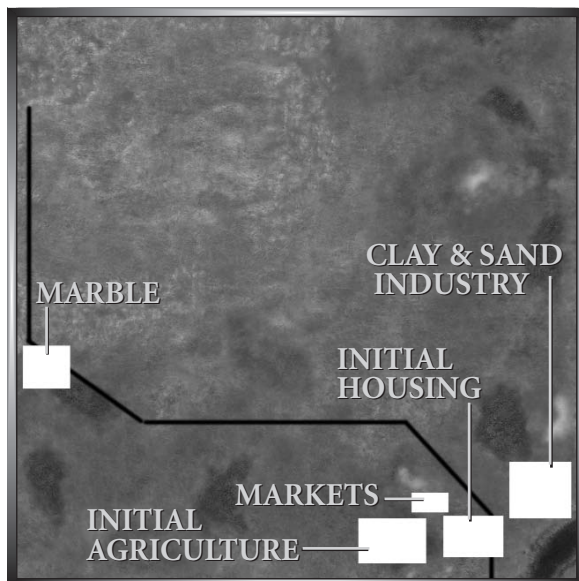
Culture: —

Favor: —

Population: 1,000,000

Prosperity: —

Security: —





## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
1	Raiders	3,000	1	Cavalry	—	Archers	—	—
2	Raiders	4,000	1	Light Infantry	—	Archers	—	—
3	Raiders	5,500	2	Light Infantry	—	Archers	—	—
4	Raiders	3,000	1	Cavalry	—	Archers	—	—
5	Raiders	4,000	1	Cavalry	—	Archers	—	—
8	Invaders	6,500	2	Heavy Infantry	—	Archers	—	Siege
10	Invaders	9,250	3	Heavy Infantry	—	Archers	—	Siege
12	Invaders	12,000	3	Heavy Infantry	—	Archers	—	Siege
14	Invaders	16,000	4	Heavy Infantry	—	Archers	—	Siege

### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Order	60	Grain	-10	1 Year
1	Order	1,000	Denarii	-10	1 Year
3	Request	50	Weapons	10	—
4	Request	50	Armor	10	—
5	Request	75	Weapons	15	—
6	Request	75	Armor	15	—
7	Request	100	Weapons	20	3 Years
9	Request	100	Armor	20	3 Years

## Trade

### Exports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Glass	Aquitania	750	40	+50	+2,000
Glass	Narbonensis	750	30	+50	+1,500
Glass	Sardinia	750	40	+50	+2,000
Grain	Africa	1,000	60	+12	+720
Grain	Aquitania	750	60	+12	+720
Grain	Cyrenaica	1,500	100	+12	+1,200
Marble	Latium	500	20	+50	+1,000
Pottery	Cyrenaica	1,500	50	+52	+2,600
Pottery	Latium	500	40	+52	+2,080
Pottery	Sardinia	750	50	+52	+2,600
Weapons	Aquitania	750	30	+106	+3,180

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# CAESAR™ IV


## Imports


Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Honey	Aquitania	750	10	-150	-1,500
Incense	Cyrenaica	1,500	10	-150	-1,500
Iron	Africa	1,000	50	-30	-1,500
Iron	Narbonensis	750	25	-30	-750
Ivory	Africa	1,000	50	-150	-7,500
Salt	Latium	500	15	-130	-1,950
Silphium	Cyrenaica	1,500	50	-100	-5,000
Spices	Sardinia	750	50	-150	-7,500
Timber	Latium	500	25	-32	-800
Timber	Narbonensis	750	50	-32	-1,600
Wine	Aquitania	750	50	-86	-4,300


## Walkthrough

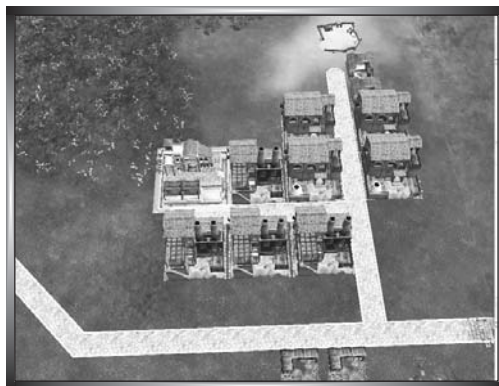
This is designed to be an easy mission. But here are some tips for getting started:

 A nice spot for a starter neighborhood is marked on our map.

 We start with a vegetable farm, cattle farm, and grain farm on the arable patch.

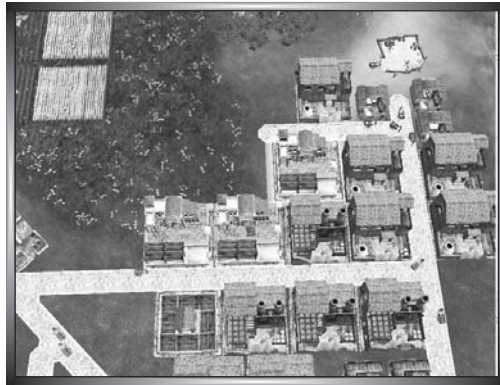
 We also start a glass and clay industry, all packed near the map's southeast corner. We build two sand-gathering camps, four glass factories, two clay-digging camps, and four pottery factories. We start selling pottery and glass (slowly at first, saving some for our own city).

 When you have some excess labor, add three grain farms on the second patch of arable



land; also add two granaries (this lets you meet an early Caesar demand for grain).

- Be prepared to pay tribute to Caesar early on.
- Export grain after meeting the grain demand.
- Maximize your exports of pottery and glass.
- Gear up a weapons and armor industry as soon as more labor is available. You'll need to import iron for this.
- At this point, your economy is humming along, and you can do what you like. Have fun!



THIS MAP HAS LIMITED ARABLE LAND, SO PLACE FIELDS CAREFULLY AND USE AS MUCH OF IT AS POSSIBLE.

## Cyrene

Climate: Mediterranean

Focus: Military

Difficulty: Hard

## Victory Conditions

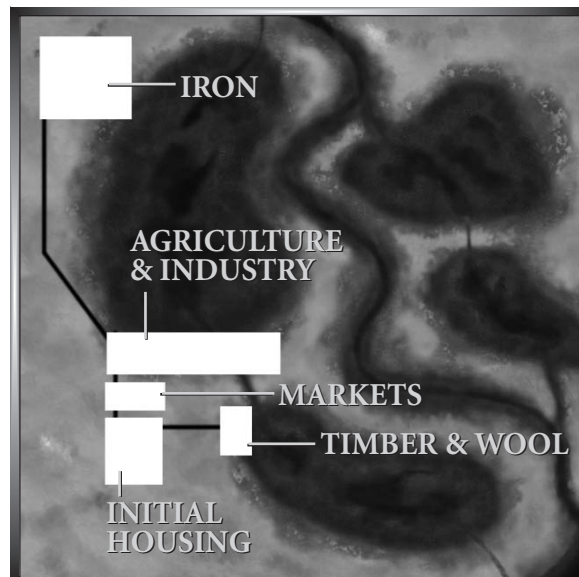
Culture: —

Favor: —

Population: 1,000,000

Prosperity: —

Security: —



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# CAESAR™ IV

## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
3	Raids from Automalax	2,000	1	Light Infantry	—	—	—	—
5	Raids from Antipyrgos	4,000	1	Light Infantry	1	Archers	—	—
7	Raids from Euesperides	3,000	1	Cavalry	1	Archers	—	—
9	Raids from Automalax	2,250	1	Light Infantry	—	—	—	—
11	Raids from Antipyrgos	4,750	2	Light Infantry	1	Archers	—	—
13	Raids from Euesperides	3,500	1	Cavalry	1	Archers	—	—
15	Raids from Automalax	2,500	1	Light Infantry	—	—	—	—
17	Raids from Antipyrgos	5,500	2	Light Infantry	1	Archers	—	—
19	Raids from Euesperides	4,000	1	Cavalry	1	Archers	—	—

### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Order	20	Grain	-5	—
2	Order	35	Meat	-5	—
3	Order	40	Clothing	-10	—
4	Request	50	Olive Oil	10	—
5	Order	60	Utensils	-10	—
6	Request	75	Wine	15	—
7	Order	25	Ivory	-5	—
8	Order	30	Glass	-10	2 Years
9	Request	50	Furniture	10	2 Years
14	Request	—	Military	10	—
16	Request	—	Military	10	—
18	Request	—	Military	10	—

## Trade

### Exports




Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Armor	Latium	1,200	30	+100	+3,000
Clothing	Latium	1,200	40	+56	+2,240
Clothing	Numidia	800	25	+56	+1,400
Furniture	Africa	800	30	+70	+2,100
Glass	Achaea	800	30	+50	+1,500
Olive Oil	Aegyptus	400	40	+54	+2,160
Utensils	Sardinia	1,000	40	+68	+2,720
Weapons	Latium	1,200	30	+106	+3,180
Wine	Numidia	800	25	+72	+1,800
Wine	Tarraconensis	1,200	30	+72	+2,160

## Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Cosmetics	Tarraconensis	1,200	40	-150	-6,000
Grapes	Latium	1,200	60	-24	-1,440
Grapes	Numidia	800	20	-24	-480
Honey	Achaea	800	40	-150	-6,000
Iron	Tarraconensis	1,200	60	-30	-1,800
Ivory	Africa	800	40	-150	-6,000
Marble	Achaea	800	75	-60	-4,500
Olives	Africa	800	60	-26	-1,560
Olives	Numidia	800	20	-26	520
Papyrus	Aegyptus	400	35	-150	-5,250
Perfume	Sardinia	1,000	40	-150	-6,000
Salt	Latium	1,200	45	-130	-5,850
Sand	Aegyptus	400	50	-22	-1,100
Timber	Sardinia	1,000	75	-32	-2,400
Wool	Achaea	800	60	-27	-1,620
Wool	Numidia	800	20	-27	-540

## Walkthrough

This is the only sandbox mission that is *not* easy. It hits you with lots of demands, so you'll actually need to be careful from the get-go. Here are some tips for getting started:

-  A nice spot for a starter neighborhood is marked on our map.
-  Our start-up agriculture includes two grain farms, two cattle farms, and two sheep farms, along with four clothing factories; start sales of clothing to Numidia immediately.
-  To the east, also at start-up, we place two sand-gathering camps and three glass factories; after glass starts to filter into the city, start selling glass to Achaea.



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# CAESAR™ IV

■ Later on, when more labor comes available, add two grain farms, two cattle farms, and two granaries to the agricultural area.

■ Also place two olive farms and four olive oil factories. Start selling oil to Aegyptus.

■ Now, start an iron industry in the map's northwest corner. Place one iron-mining camp and two utensil factories, and sell utensils.

■ Demands start rolling in at this point. Stockpile the appropriate goods as they arrive. Expect a grain demand and a meat demand first.

■ After filling the meat demand, add two warehouses for clothing only, and stockpile clothes for a later clothing demand.

■ When you have the resources, bridge the canal between the two lakes nearest your housing. Then add furniture and wine industries on the bridge's other side; sell the furniture to Africa and the wine to Tarraconensis and Numidia.

■ After filling Caesar's clothing demand, convert your clothing warehouses to hold olive oil instead, and stockpile that. Start to export clothing at this point.

■ After filling Caesar's olive oil request, stockpile utensils (build two utensil-only warehouses to facilitate this)





■ When you have labor, add another timber camp to your timber industry, and add two iron mines to your existing iron site. Also add two armor and two weapon factories. Finally, add another sheep farm to the arable patch to help with armor production, and add a warehouse near the weapon and armor factories to fetch wool.



■ Expand all of your industries to the point where you can fill Caesar's requests and demands. At some point he will request or demand just about every good you can produce.

■ You must stockpile ivory at some point.

■ When your industries are built up to the point where you can comfortably fill most requests and demands, you're in business. Build a fort or two so you can handle military demands, and you've effectively beaten the mission. Have fun!



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# CAESAR™ IV

## Djedu

Climate: North Africa

Focus: Economic

Difficulty: Easy

## Victory Conditions

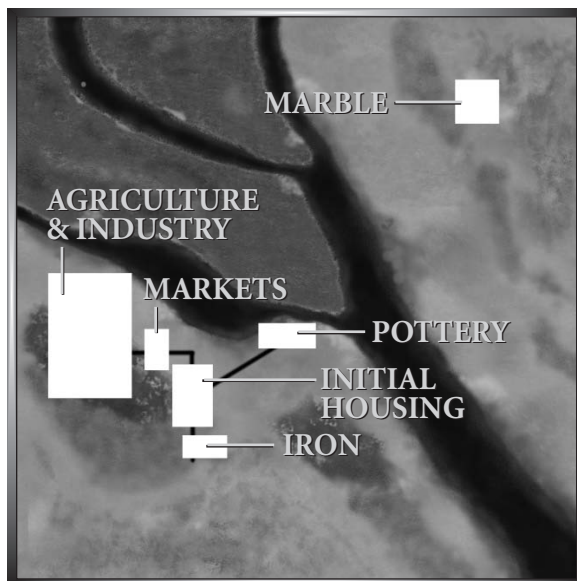
Culture: —

Favor: —

Population: 1,000,000

Prosperity: —

Security: —



## Threats & Demands

### Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
—	—	—	—	—	—	—	—	—

### Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
1	Request	25	Marble	5	5 Years
3	Request	50	Grain	10	5 Years

## Trade

### Exports





Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Gain
Furniture	Asia	1,000	65	+70	+4,550
Glass	Latium	750	65	+50	+3,250
Grain	Latium	750	200	+12	+2,400
Pottery	Africa	500	65	+52	+3,380
Utensils	Asia	1,000	65	+68	+4,420

## Imports

Item	City	Cost to Open Trade	Yearly Limit	Item Value	Potential Yearly Loss
Ivory	Africa	500	25	-150	-3,750
Incense	Asia	1,000	25	-150	-3,750
Perfume	Latium	750	30	-150	-4,500
Salt	Latium	750	40	-130	-5,200
Silk	Latium	750	30	-150	-4,500
Spices	Asia	1,000	30	-150	-4,500

## Walkthrough

This is designed to be an easy mission. But here are some tips for getting started:

-  Immediately build three regular bridges spanning the three arms of the river—otherwise, traders cannot reach your city!
-  A nice spot for a starter neighborhood is marked on our map.
-  We start with two vegetable farms and six grain farms on the arable patch, along with two granaries. We immediately start exporting grain.
-  We also immediately build two sand-gathering camps, three glass factories, two clay-digging camps, and four pottery factories. We open exports of this stuff only after some has trickled into our city.



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- As soon as possible, add one marble-quarry camp and one warehouse for marble in the map's northeast corner.
- Caesar requests marble very quickly, so be prepared to fill the request.
- Expand your pottery and glass industries. Also add two more grain farms to the arable patch.
- Caesar requests grain in a couple of years; with all your grain fields, you're well prepared to meet the demand.
- When you have excess labor, add timber camps and furniture factories. Also, add iron-mining camps and utensil factories; then export the furniture and utensils.
- At this point, your economy is humming along, and you can do what you like. Have fun!



## Roma

Climate:  
Mediterranean

Focus: Economic

Difficulty: Easy

## Victory Conditions

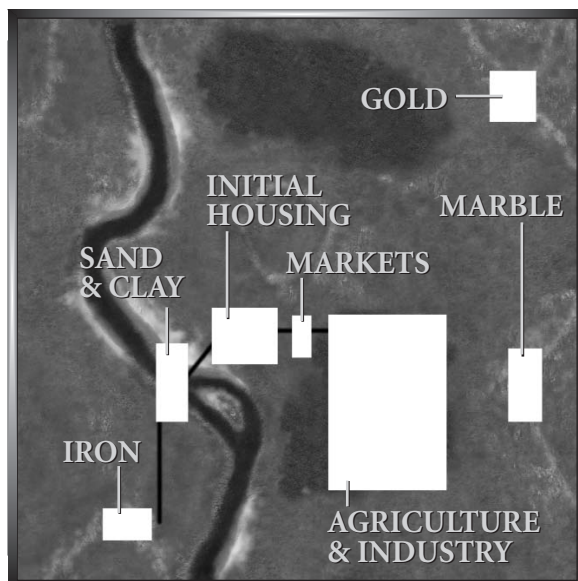
Culture: —

Favor: —

Population: 1,000,000

Prosperity: —

Security: —



# Threats & Demands

## Invasions

Year	Type	Bribe Cost	#	First Cohort Type	#	Second Cohort Type	#	Third Cohort Type
—	—	—	—	—	—	—	—	—

## Caesar Orders & Requests

Year	Type	Amount	Item	Favor	Reoccurrence
2	Request	20	Weapons	5	2 Years
3	Request	—	Military	10	2 Years

# Trade



NOTE  
YOU CAN IMPORT AND EXPORT EVERY COMMODITY SAVE FOR EXOTIC GOODS, WHICH YOU MAY ONLY IMPORT. THIS MAKES INDIVIDUAL LISTINGS OF IMPORTS AND EXPORTS MEANINGLESS FOR THIS MISSION.

# Walkthrough



NOTE  
THE ROMA SCENARIO IS AVAILABLE ONLY TO PEOPLE WHO PREORDERED THE GAME.



NOTE  
THE ROMA SCENARIO IS THE ONLY ONE IN WHICH THE OBELISK BEAUTIFICATION OBJECT IS AVAILABLE.

Giving a specific strategy for Roma would be silly, as it's the purest sandbox mission of them all. There are no barbarian attacks whatsoever, and no orders from Caesar. The only requests are for weapons and military support—and you can fill them or ignore them at your leisure, since they're just requests.



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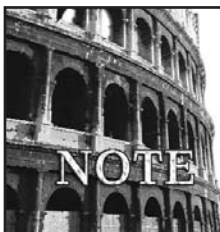
**Roma**

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# CAESAR™ IV

In addition, you can buy and sell just about any commodity imaginable.

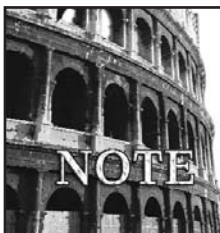
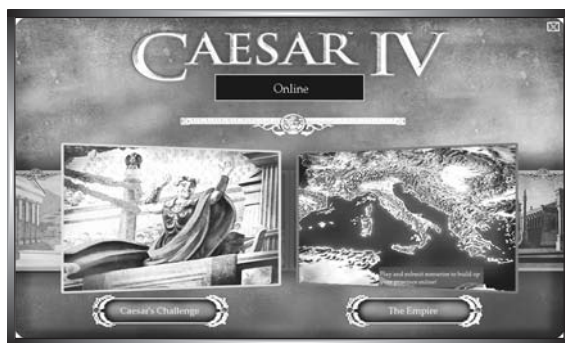
The result is an easygoing scenario in which you can build any industries you choose, in just about any order. The only requirements are the ones demanded by any city: you must produce goods that will keep your population happy, for example. Beyond that, it's all up to you. Have at it!



THE ROMA-ONLY OBELISK GENERATES TONS OF DESIRABILITY. TURN ON THE DESIRABILITY OVERLAY, PLACE AN OBELISK, AND WATCH THE ENTIRE SURROUNDING NEIGHBORHOOD TURN FROM YELLOW OR RED TO GREEN!

## Online Play

*Caesar IV*'s online component is different from what you might expect. You do *not* battle opponents in a head-to-head duel. Instead, there are two nifty online modes that let you compete with others indirectly, by trying to amass a larger kingdom or higher score. Here's a look at those online modes.



TO ACCESS THESE MODES, SELECT THE ONLINE OPTION FROM THE GAME'S MAIN MENU. TO CHECK YOUR ONLINE PROGRESS OR MANAGE YOUR ACCOUNT AT ANY TIME, LAUNCH YOUR WEB BROWSER AND VISIT [WWW.CAESARIV.COM](http://WWW.CAESARIV.COM).



## Caesar's Challenge

In Caesar's Challenge, you select a mission from an ever-changing list. Each mission has a specific goal; for example, in a time trial mission, you must complete the mission as quickly as possible. In another scenario, the goal may be to get the maximum possible score or amass the highest possible population.



After you select the mission, complete the mission's goal to the best of your ability: crank up the population, or maximize your score, or beat the game quickly—whatever the task is, do it. When you're done, click the Submit button to submit your score online.

The *Caesar IV* website contains a leader board for each Caesar's Challenge, which shows the current leaders for each mission. (The leaders are simply the players who completed the mission fastest or who got the highest score, or whatever the challenge was.) The leader board stays up for a "season"—a predefined amount of time. At the season's end, the player with the best score in that challenge is declared the winner. Then a new season begins.

The actual maps and scenarios are taken straight from the single-player game—so if you read this book, you're already a step ahead. After reading our strategies, it's just a matter of customizing your approach to the particular goal set by the Caesar's challenge. For example, when maximizing your population, build lots of nonessential jobs to keep your populace happy. Farms are usually cheapest.

You can play the same mission multiple times and continually update your score as it improves. See if you have what it takes to become the master of a particular challenge!

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